

Nintendo 64 • PlayStation • Dreamcast • Handhelds • Arcade

ELECTRONIC GAMING WEEKLY

20
DREAMCAST
GAMES
REVIEWED

**OVER
40**
Reviews

SPIDER-MAN

EXCLUSIVE INFO: THE GAME, THE MOVIE, THE TV SHOW

Games Inside:

WWF Wrestlemania 2000 • Planet of the Apes • Strider 2
Seaman • Toy Story 2 • Legend of Mana • Chrono Cross
Castlevania: Special Edition • Twisted Metal 4 • GTA 2
Star Trek • Rainbow Six • Jet Force Gemini • Zelda Gaiden

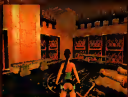
EGM 123

October 1999
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The background of the entire image is a close-up of an ancient Egyptian stone wall covered in hieroglyphs. The hieroglyphs are carved into the stone and include various symbols such as birds, lotus flowers, and human figures. The lighting is warm and golden, highlighting the texture of the stone and the relief of the carvings.

It started 5,000 years ago.
It's going to end now.



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Can Lara Croft step an ancient curse from plunging the everything you've been asking for. Seamlessly integrated mapping that even brings the dead characters to life. All most incredible Tomb Raider ever. So while Lara may be



worlds into madness? Get ready for *Tomb Raider: The Last Revelation*, the epic adventure with
gameplay and FMV sequences for non-stop action. Killer graphics with skin and 3-D texture
along with diabolical new puzzles and a totally new inventory control system that make this the
back in Egypt, expect the Last Revelation to take you to a place you've never been before...



THE LAST REVELATION TOMB RAIDER

Can Lara Croft stop an ancient curse from plunging the world into madness? Get ready for Tomb Raider: The Last Revelation, the epic adventure with everything you've been asking for. Seamlessly integrated gameplay and FMV sequences for non-stop action. Killer graphics with skin and 3-D texture mapping that even brings the dead characters to life. Along with diabolical new puzzles and a totally new inventory control system that make this the most incredible Tomb Raider ever. So while Lara may be back in Egypt, expect the Last Revelation to take you to a place you've never been before.

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It'll take more than you've got to defeat the forces of evil and reclaim the world. With Gauntlet Legends, the toughest quest is no longer, you can't do it alone. The more players you team up with, the better your chances of defeating the most relentless enemies you've faced.





Barbarians aren't the only ones that will need a change of underwear. Cyclops, that will fall before your legendary looks. Throw a Chakram. Cast a spell. Crack a rib mythological worlds. Because every sword-swinging princess knows, the quickest way

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By John Davison - john.davison@edm.com



ELECTRONIC GAMING MONTHLY

Number 12.10 October 1999 www.edmagame.com

EDITORIAL

Even Non Believers Like It, Apparently

Before you plow through everything we have for you this month, I just wanted to stop for a moment and pile just a bit more praise upon the Dreamcast. It seems that with each passing month it impresses us more and more. Just recently though, it's proven itself in an area that none of us really expected...it's attracting new people to video games—people who didn't normally pay any attention and dismissed it as a "silly" pastime.

people into gaming. People who don't care whether the plays are a bit off in NFL2K, or if the alligator is facing the wrong way in Halo. Thunder...these are people who can relate to the games because they're starting to look almost real. For years everyone's been saying, "You can't judge a game just by the presentation"—but the DC is pulling people into games the way that special effects get butts on seats in movie theaters. It may not be good for the overall

"The DC is pulling people into games the way that special effects get butts on seats in movie theaters."

Why? Well, from what I can gather a lot of it has to do with how beautiful all of the games look. I was talking to a "lettris only" girl (you know the type...they say they don't like games, but play their Game Boys with a fiercely competitive attitude) the other day who said she had no inclination to sit in front of a TV playing PlayStation games. Once she saw Soul Calibur and even Sega Rally though, her interest was piqued enough to want to try. Why? "Because they look so cool."

experience—but it attracts people who just want to come along for the ride.

Check out our Review section this month. We've tried to gather all of the launch games at once (although we're missing a few—notably House of the Dead 2, because of the lack of a light gun) and some of them really are incredible. I defy even the staunchest Sega-hater to look at Soul Calibur and claim that there is anything wrong with it. It's starting to get to the point where you wonder just how much better things can get. We can't wait to find out.

John Davison

Contributing Writers



Gary Molohan

Previously assistant editor for the Official U.S. PlayStation Magazine and now a contributor for his former employer, www.video games.com and EGM, his vast knowledge takes in all things "hip," and he loves wrestling. So let him write about it. Every month.

James Mielke

Affectionately referred to as "The Milkman" or "Milky," young James has been writing for EGM for some time now. A native of New York, he's currently the owner of a bar, a cat, a ferret, a large collection of import games and is becoming very attached to his recently born Seaman...er Seamen? Seamans?



Andrew "Wildman" Pfister

Young Andrew is our editorial intern at the moment...which basically means he gets to be our video game love slave for a few months before we send him back to school. Like Silent Bob, he doesn't say much, but when he does it's of the very deepest significance. He knows his stuff too. Which is very helpful.

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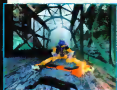
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DROP SOME ILL 720° SPINS, METHOD GRABS AND BARREL BACKFLIPS. AND THEN YOU CAN OUT-RACE AND OUT-STUNT YOUR OPPONENTS RIGHT INTO THE WINNER'S CIRCLE. SO GO GRAB SOME AIR. FEEL THE SPEED. AND TRICK YOUR MAY INTO THE NEXT MILLENNIUM.



CLOCKWISE FROM THE TOP RIGHT, BRONX SLAM, ZAK T. LAYS DOWN THE SICK HEELFLIP LUBE INTO A LUBE 360 AND FINISHES WITH A HEADSPIN FLIP.





THE BIGGER THEY COME,
THE HARDER THEY SQUISH.



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Name and other

JetForce Gemini



Flood goosy green alien guts across the universe in Rare's sci-fi splatter fest.



You control three futuristic characters. Grab some heavy, heavy artillery.

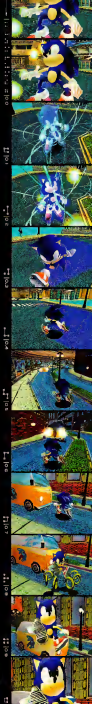


Then blast 120 levels of alien super-bugs right down to size.

Only For 2



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SONIC ADVENTURE

Sega Dreamcast

IT'S THINKING

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Yuji Naka's warp speed 3D adventure through 40 expansive worlds of bonus rounds and minigames where 4 playable characters snowboard, play pinball, fly and even talk, moving 360° never felt so good. sega.com

SONIC
ADVENTURE



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of your howitzer, it's
what you do with it.



TINY TANK

The Tiny Tank with the Big-Ass Tude.



Tiny may have the body of a vending machine, but he's got the spirit of a rattlesnake.



Think Tiny packs a powerful punch? Try the ultimate destruction of the two-player, death-match mode.



Ever seen a pack of tiny-baby panthers devour a water buffalo? Size is a poor indicator of annihilation potential.

Chaos has struck Sentrax, the world's largest defense contractor. And now its evil robots are destroying the earth. Mankind may not make it to the 22nd century. The only hope is a bright yellow tank the size of a riding lawn mower. Can Tiny, with his 80mm cannon, Gatling guns and assorted rocket launchers save the human race? Maybe. But even if he can't, he's gonna piss a lot of people off in the process.



GO BIG, BRUH-STYLE, OCTOBER '99.

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www.989sports.com



Letters to the Editors

Do You Want PC Games Too?

Before anything, I want to say that you guys are the best. Now, I just want to make a suggestion: You guys should get a PC column. PCs have many more games and almost all of the recent ones have 95-100% better graphics than home consoles (referring to systems such as N64 or PS) and are usually much larger and interactive than console games. You can get a PC game that has the capability of three home consoles: the Nintendo 64's graphical capability, the PlayStation's overall audio capabilities, and the Saturn's fast loading time.

Chrono68@aol.com



Our research has shown us that an awful lot of you have PCs. While traditionally we have been exclusively a console gaming magazine, we've been keeping our eyes open in recent months and acknowledging moments of PC gaming greatness whenever it's appropriate. There are some great games out there, like *Quake III: Arena* (above). Is there a demand for PC coverage in *EGM*? You tell us. At the very least we could maybe bring you something small and regular in *Press Start* each month if that's what everyone wants. Send us an e-mail and mark your subject heading **PC GAMES**.

Cash Cows

Sega has got to be the greatest innovator in the history of video games and ticket-dispensing cows ever. Huh? Come again? Yes, I did indeed say ticket-dispensing cows. Whilst at my local Utah fun dome, waiting for the

LETTER OF THE MONTH

Dreamcast: In The Game?

As all may have noticed there seems to be a large void in the American Dreamcast development community at the moment. That void is left by Electronic Arts (EA). Although they were never known to support any new console at launch, this time the situation seems a bit odd. With all the

That same EA executive also stated that their engineers have topnotch 3Dfx programming skills. Was this supposed to mean that programming for Dreamcast would have been much easier if it had 3Dfx under the hood? The developer consensus as of now is that with Power VR Dreamcast is still easy to develop for. In addition, by EA announcing development for PS2k, they couldn't have been looking for an easier development environment.

Congratulations. You win an Interact controller. You will be receiving a Barracuda (PS), an Eclipse Stick (SAT) or a SharkPad Pro 64 (N64).

See page 267 for official rules



"...hey, I'm no industry expert; just a lowly consumer who doesn't know what he wants."

excitement surrounding the Dreamcast and the truck-load of developers already signed on, you would think EA would've signed on already for a piece of the pie. But no, they'd rather sit back and see how Dreamcast fares before they "risk" supporting the young console.

In a recent interview, an EA executive stated bluntly that they aren't supporting the Dreamcast because Sega didn't opt to go with 3Dfx. Yet, EA has already announced support for PlayStation 2000. I don't know about you, but I don't think PS2k has a 3Dfx chip inside. I think that EA announcing support for Sony's new machine is equivalent to them saying to Sega, "Since you dumped 3Dfx like that, we're going to support Sony's new machine instead of yours!" Kinda childish, don't you think? Even if Dreamcast did sport a 3Dfx chip inside, it would be less powerful than it currently is, who knows what games like *Soul Calibur* would have looked like with 3Dfx chips inside? It probably would have looked identical to the arcade version instead of better! I thus stand behind Sega's decision to go with the more superior Power VR2.0C.

I can say this because developing for PS2k is reported to be very difficult and likely to be very expensive. So, EA's argument in that respect holds as much water as a pair of fish-net panties!

Don't get me wrong. I love EA. I will support them when (or if) they support Dreamcast. I grew up on *Madden Football* and *NBA Live* and I have deep respect for EA. However, I cannot respect their decision to not develop for DC. I just can't understand why! Why can't EA just invest one game to test the DC market? With a company that large, even if the game didn't sell well, they would barely feel it. Also, why is PS2k such a good investment? Is it because the PlayStation is so successful? Industry veterans such as EA should know that success in the current generation does not guarantee success in the next. I'm no seer, but methinks this simple and insignificant business decision could spell huge losses for EA. But, hey, I'm no industry expert; just a lowly consumer who doesn't know what he wants. Or, maybe the consumers are the industry experts.

lucidcradle@hotmail.com

I'm not sure if the politics are quite as convoluted as you suspect. Looking back, EA has never been around at a system launch...and with good reason. EA Sports titles cost A

LOT to produce, and it's only worth putting them into development once there's a sufficient user-base to buy enough copies that will pay for that huge cost.

CUT OUT AND PLACE OVER ANY DOOMED VIDEO-GAME CHARACTER. IT MAY NOT MAKE SPRITE ANY MORE THIRST-QUENCHING, BUT IT'S STILL PRETTY REFRESHING ON ANY LEVEL. IMAGE IS NOTHING. THIRST IS EVERYTHING. **OBEY YOUR THIRST.**



"IF MY HEAD HADN'T BEEN BLOWN OFF SIX LEVELS AGO, I'D BE SIPPING ON A SPRITE RIGHT NOW."



LETTERS

bungee jumping to open at 3 o'clock, I ventured toward the sugar-coated, censored Mortal Kombat arcade designed for the wee pant-wetting children who usually clog the area. Maneuvering ever so carefully through the whack-a-moles, pop-a-shots and sticky kids, I noticed something on the horizon. A cow? Nah, couldn't be. I walked closer. To my surprise it was indeed a cow. Milk Bessie huh? What the F**k? I couldn't believe my eyes. Before me stood two fat kids milking a mechanical cow. I observed this for some time and had to experience Bessie for myself. After the kids left I approached the cow and noticed something odd. MADE BY SEGA. I was shocked. Then the idea intrigued me. The Dreamcast version of Milk Bessie would be awesome. O.K, back to the

"Maneuvering ever so carefully through the whack-a-moles, pop-a-shots and sticky kids, I noticed something on the horizon. A cow? Nah, couldn't be."

couple of days and if we do I will snap a photo.

I swear to god that this thing exists, and that Sega makes it. Please pass this letter along to Sega demanding a home version complete with cow udder controller.

Digital Farmer Curt
jellox@prodigy.net

Bizarrely, we actually have a Milk Bessie machine very near our office, tucked away in a corner at our local Enchanted Castle. It's pretty freaky to play.

Perfect Comparison

I read the article on Perfect Dark in the August 1999 issue of EGM and I don't think it's possible to compare GoldenEye and Perfect Dark. The reason GoldenEye only has 22 weapons compared to the 40+ in Perfect Dark is that GoldenEye is set in 1995 and is based on a movie. Rare used only weapons from the movie and a few extras. Perfect Dark is set in 2023 and uses some Space Age Weapons (i.e., the Far-Sight XJ-220). Plus GoldenEye has 20 levels, contrary to what was written in the article.

Next, the in-game cinematics. Although cinematics can make the game more interesting, they could also affect it in many ways (such as getting you out of your groove when you're hot, especially over an hour and a half of them). Also, Perfect Dark is enhanced by the Expansion Pak, which was released about a year after GoldenEye was. Bottom line is, you can't compare them because they were released three years apart in which time the technology has become more advanced which gives Perfect Dark an edge.

dasmiley7@aol.com

"You can't compare them because they were released three years apart."

We compared the games because technically, Perfect Dark is the "follow-up" (not sequel) to GoldenEye. It shares technology and a development team...and anyone who enjoyed GoldenEye is sure to be positively gagging for Perfect Dark. It was purely to show how things have advanced.



John and Shawn check out Bessie at our local Enchanted Castle.

task at hand. "Grab the udders when they light up" a helpful kid told me. OK, here we go. I inserted my token and the first one lit up. I yanked it and Bessie moed. Hmmm. Sometime later the game was over and I was told I got a perfect game and received 156 tickets. "Come on dude, bungee's open," my friend barked at me bringing me back to reality. "Weid F**king game you're playing there, Curt!" he said to me as we left toward the bungee tower. I must say I agree wholeheartedly. So, I was wondering, do you guys have any info on this game that is quite obviously going to take our nation by storm? I suggest you be the first to cover MILK BESSIE because it is going to be one hell of a cash...COW!!! (he he) We are probably going back there in a

Zero

Daily, the number of people who mentioned Spider-Man in their responses to our "Question of the Moment" about which superhero you'd like to see in a game. The Ambiguously Gay Duo tared better.

Question of the Moment

Which superhero would you most like to see in a video game?

Not one because it seems that not one company can make a decent superhero game except for Capcom because of their VS games.

Joshua Hitchell
jct153@shreeve.net

The Ambiguously Gay Duo.

Gary Beel
gbhess@321medal.com

ORGAZMO!!!

Andy Price
skinnz@email.com

Superman for N64 is my FAVORITE. (Sarcastic)

Rick Homer
rick_r24@hotmail.com

Wonder Woman. Pledge your allegiance and fantasize at the same time.

Darshem Ridgeway
D-Way@webtv.net

I wanna see Boogerman return. God, he was cool and he could beat the crap outta anyone with those explosive farts.

Lucas Helfer
game1984@aol.com

Without a doubt Wolverine.

dooki99@aol.com

Next Month's Question of the Moment:

What do you think of Pokémon?

Send your short but sweet responses to: EGM@zd.com with the subject heading: Pokémania

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MERVYN'S
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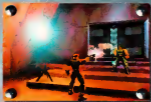
KOHL'S

GOODY'S
FAMILY CLOTHING

SEARS

Levi's

Your partners didn't make it to this mission. So waste anything that moves.



You're **Hawk Manson**, lone survivor of the covert government espionage crew, SI-COPS, tracking through strategic R&D installations on an **all new 3D game engine** in the ultimate mission of extermination. Utilize an **arsenal of hand-to-hand combat moves** and **over 20 new weapons**. And if that's not enough, just pick up random objects and use them to deter enemies from breathing. Your plate's pretty full, but you're all alone. So get it in gear.



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Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

Oh Brother, Again. Part 46

I know you guys are tired of hearing from me and my friends about this issue but I also want to make comments too. Why did you have to make jokes about Chaoink: Great Brother? We all took that game seriously even if it's not going to make it to the States. It's not like they're forcing you to play it, you only have to preview it and at least preview it with equality. Even though that game seems stupid to you, at least it's original. It's one of the first games made for females and homosexual males. At least the originality counts. Don't you agree? Who are you to judge what's "creepy or funny?" The pictures (of C:GB) didn't look funny a bit, not to us. Can you guys please do a bigger preview on this game?

Clarissa Simunovic
clarissa_a_life@hotmail.com

Jeep, get down from that high horse for a sec, eh? This absolutely, positively has to be the end of this. We've had far too many e-mails about this thing now, and it's getting silly. Homo-erotic or not...C:GB is a dumb-looking game. It's awful. It's a bad shooter with trashy graphics that wouldn't have gotten any attention if it wasn't for its bizarre "angle." Who are we to judge what's "creepy or funny?" We're the same as anyone else, only we've played it. If you want to waste the money...well, you go ahead. You're taking this stuff far too seriously. I doubt very much if it was made with such politically correct intentions.

Cheap Machines?

I know the Dreamcast costs around \$200 but I've also heard (I think I might have read this in EGM) that Sony will lower the price of the PlayStation to \$99 around the time the DC is released. Is this true? If it is, then will Sega lower the price of their dream machine anytime soon to compete with Sony?

ANTBomber7@aol.com

"Who are you to judge what's 'creepy and funny'? The pictures (of C:GB) didn't look funny a bit..."

As we go to press nothing has been announced, but with the introduction of the "stripped-down" PlayStation (with no I/O port) a price drop seems very likely...and the timing is obvious. Also expect to see a drop in price for the N64 around the same time. \$99 for either is a bargain.

Ratings Are There For A Reason

I recently went down to my local Blockbuster to rent a couple games. However when I got down there I tried to rent Kagero but I was turned back. Turns out that now if you are not over 17 you can't rent games rated mature by the ESRB. I find this very upsetting. Now if I want to rent a good game (like Metal Gear) I have to have my mom come down and rent it for me.

This isn't right—if my parents [have] gone out somewhere and I want to rent Metal Gear I have to wait until my parents get home. Thus ruining the point of renting the game. Even after I discussed it with the manager, making it unbelievably obvious that it was cool with my parents for me to rent this game, he still wouldn't let me. My point is that I want to do something and I can't and that bothers me.

Brian Alleman
fatbastard454@hotmail.com

What happens when you want to rent a video or a DVD? You're 15, and say you want to watch *There's Something About Mary*—does Blockbuster let you? Nope. It's a pain in the ass if you're under age...but rules are rules and the only way that we can avoid problems like those experienced in the aftermath of

LETTER ART

WINNER

Amy Barnum
Grand Terrace, CA

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



The ASCII Control Pad



Jan Nilson,
Seattle, WA

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EGM Letter Art
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Oak Brook, IL
60522-3338

Our entries become the property of EGM and will not be returned.

NOTICE:

Your artwork **MUST** appear on the outside of the envelope, any mail addressed to EGM LETTER ART with no art on the exterior of the envelope, is thrown in the recycle bin.

Also, we are no longer accepting any art from any of the DragonBall series of games, because:
a) We saw suck, all
b) We get too much of it
c) Most of it stinks, and
d) Our recycle bins are overflowing with it

Close, but no controller

Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages or e-mails these days—so don't miss out!



Tommy Branch Jr., Athens GA



THE TONGUE ■■

 by *Maia Akis*

HOLIDAY 1999
FOR MORE INFORMATION CALL 212.967.9111





Send us your thoughts, your requests...and if you've got the technology, send us photos or artwork to the above address.

Ask Sushi-X

Got a game-specific question for our resident Ninja? Write him at:

Sushi-X
PO Box 3338
Oak Brook, IL 60522-3338
e-mail: sushi_x@zd.com

Q: Don't you think it's time EGM gave ratings to import games?
PS: Don't crack on my name like last time (issue 115) please.

Mony Sivhour Prom
Mr.Layzie@webtv.net

A: Mony, the reason we don't rate import games is because they're in Japanese. While it's not a problem for me, it is for others on the Review Crew. Another reason is because it tips the fine balance of practicality. And with a name like yours, why would anyone make fun of it?

Q: Hello Sushi-X, I have a question for you. Do you think there will be a Metal Gear Solid for the PlayStation?

mark9776@hotmail.com

A: MGS2 is in the works. Konami Japan recently put out a help wanted ad for artists to work on MGS2 for a next generation platform. In fact, MGS2 could be on the Dreamcast. Umm...nah.

Q: Will there be a sequel to 989 Studios' Syphon Filter?
JABRON16@webtv.net

A: Yes.

Q: By now, every Pokémon fan knows that Pokémon #151 is Mew. How can I get Mew?

Battle815@aol.com

A: If you catch Nintendo Pokémon Tour, you can ask them real nice and they'll give it to you. There's no other way (short of cheating).

Q: I have heard rumors that if you keep Aeris in your party at all times and make all the correct choices, she will not die. I would really be grateful if you could help me out and tell me whether this is true.

Atariflex@aol.com

A: Aeris will die regardless of what you do. I still don't know what all the fanboys see in her. Tifa was way hotter. Good riddance!



Columbine is to stick to those rules. You can't always do whatever you want. That's life. Get used to it...it's going to happen a lot.

Chips

I just got a mod chip for my PlayStation a couple of months ago because I wanted to import some games. I got Final Fantasy VIII a couple of weeks ago. When I turned on my PlayStation, I realized that FFVIII wasn't starting so I thought my PlayStation was broken. My friend told me that the game had mod-chip protection. Now I have to go to my friend's house to play the game. I just wanted to know why you guys never said anything about this in any of your previews of FFVIII, and could you give me a list of all the games past, present and future that have mod-chip protection?

Dennis Kim
Ontario, Canada

Every game you get on import now will feature protection. Sony has had a major clamp down on the whole thing...so it's a fact of life now. There are ways around it, the most effective of which is the GameShark. If you keep your nose to the ground you can sniff out codes for Interact's device that let you play import games. The codes appear very soon after the games are out too.

Phantasy Star For Dreamcast?

I don't find Sega too brilliant right now. Don't get me wrong here, I love their games and systems (I still play with my Master System and Genesis), I'm not a Sega basher. Which brings me, obviously, to the Dreamcast. They have a no-brainer on their hands: Phantasy Star. When you think about what Final Fantasy VII did for the PlayStation and Zelda for the N64, it becomes painfully clear as to what should be one of Sega's next moves. To make myself clearer, announce the development of Phantasy Star 5! Just hype the thing! The series got quite a

following (just input "Phantasy Star" in a Web search engine to see what I mean) and a kind of mythic aura surrounding it. This is the kind of game Sega needs to sell systems. It's your turn Sega, you have a year to carve yourself a place in the market before PSY and Dolphin do the right thing.

David Boily
boily@dms.umontreal.ca

Although not actually Phantasy Star V, the team behind the classic RPG series is working on a new game



as we speak. Project Ares (which we believe is the working title) is Sega's attempt at setting what they are calling "a new standard in RPGs." It's a fully polygonal affair, and if the early screenshots that have been released (above) are anything to go by, then it could be something beautiful. Don't forget Climax Landers either...it may not have the Phantasy heritage, but it is a follow-up to Landstalker, which was pretty cool.

LETTER FACTS

- Number of e-mails about Dreamcast: 745
- Average number of e-mails to EGM@zd.com per month: 2,000
- E-mails about Choaniki: Great Brother: 46
- Number of misinformed, self-righteous e-mails "defending" C&B: 4
- E-mails about Shawn this month: Sadfy, none
- Amount of room left under Johnny England's desk because of Letter Art packages: None
- Ratio of e-mails to old-style "small-mails": Approx 50:1
- Plastic, interactive cows featured in Letters page: 1



THIS IS THE HEART.



Street Fighter is a registered trademark of Capcom. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega in the United States. The usage here is a trademark of the Interactive Digital Software Association.

Sega Dreamcast

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COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

To no bod there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends—well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.

In short, the evil gods are poised to destroy every living creature with a great meteorite that heads straight for the planet.

Ferocious monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another

character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not

just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or say, metalwork.

There are countless routes to travel through this game, and over 80 endings. The deeper you delve,

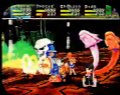
the more you'll discover that nothing—no detail, no clue, no conversation, no skill—can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

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Press Start

The Hottest Gaming News on the Planet

Sega and AT&T Get Connected

The final piece of the Dreamcast puzzle—its Internet component—has finally been cleared up. Sega announced a partnership with AT&T in early August, making AT&T's WorldNet Internet service the preferred ISP (Internet Service Provider) for the Dreamcast. Those who don't already have an Internet account will be able to sign up with WorldNet directly from the Dreamcast Passport software that comes with the system. If you have an ISP already that's PPP-compliant, you will be able to configure the software to connect to Sega's Dreamcast Network through that at no extra charge.

WorldNet has three pricing plans from which to choose from: the Hourly Price Plan, which gives you 10 hours of access per month for \$9.95/month; the Standard Price Plan, giving you 150 hours of access per month for \$49.95/month; and the Unlimited Price Plan for \$21.95, giving you unlimited access to the internet every month. Users who sign up for service through the Dreamcast Passport software for the Standard or Unlimited plans will receive a free Dreamcast keyboard (which retails for around \$25). For those who already have WorldNet service, if you purchase a Dreamcast through Sega's online store, you can also get a free keyboard.

Once you're connected to the Internet through WorldNet or your own ISP, you'll be transported to the Sega Dreamcast Network. Sega hopes to create a virtual community, which users can chat, exchange e-mail, surf the Web, get game hints/tips, and download additional data for DC games. The first game to use an Internet connection will be Sonic



Sega's Dreamcast Passport software (above) will allow users to exchange e-mail, surf the Web, chat, get game tips and more at the touch of a button. PlanetWeb, the company who designed Sega's Saturn NetLink browser is also handling the browser on Dreamcast.

Adventure. Users can upload their scores, get gameplay tips, and download special data to use in the game. One such extra was offered last December to Japanese Sonic players—a Christmas-themed download which placed a Christmas tree in Station Square. Similar seasonal downloads will be made available for U.S. players. Sega of America President and COO Bernie Stolar commented during the



AT&T partnership announcement that all future games that Sega is developing will sport Internet connectivity of some kind, ranging from that seen in Sonic to full-fledged online gaming. When the Dreamcast hard drive (rumored) and Zip Drive (late this year/2000) are released, you may also be able to store downloads such as game demos for play on the system, although Sega has not made any announcements concerning that yet.

Now the bad news: Network gaming on Dreamcast won't begin until 2000. Games such as Sega Rally 2, Frontier and Baldur's Gate have been delayed until early next year, when the infrastructure for network gaming for the U.S. is complete. There have been reports that Sega is thinking of releasing a version of Sega Rally 2 without the Net Play option (as they're doing in Europe—Sega Rally 2 minus the Internet play is a launch title there on Sept. 23). We sincerely hope they don't end up doing that. ☹

www.sega.com



Sega Rally 2 won't be showing up in the U.S. with Internet play until early next year.



Japanese gamers have been playing the Sega Rally Net game since last January.

26.8 million

NET GAMING

...users will be participating in online gaming by 2002, according to the IDSA.

New Tron To Hit Theaters in 2002

How many of you out there remember the movie *Tron*? If you don't, then what are you waiting for, go rent it! Either way, the movie that brought audiences deep into the heart of the Master Control Program (MCP) in 1982 is about to get a sequel, according to rumors across the Net.

There are currently two rumors buzzing about a possible sequel/remake. ZDNet reported originally that Pixar, behind such hits as *Toy Story* and *A Bug's Life*, is scheduled to begin work on either a sequel to or remake of the movie. Either would begin after work on *Toy Story 2*, set for release this Thanksgiving, has been completed.

Then comes the rumor via Internet movie rumor site Ain't It Cool News (www.aint-it-cool-news.com) that Disney itself is working on a sequel called *Warriors of Tron*. That project reportedly centers around four kids who stumble upon a plan to simultaneously destroy the world's computers on Jan. 2, 2002. They bring their findings to Flynn, now 20 years older, and go into the computer world of and destroy the MCP once more and foil its plans.

Tron has been credited with putting computer graphics where it is today, and *Toy Story* director John Lasseter himself has credited the movie as being an inspiration. 🎮

Illustration by Justin Selverio



YEA & NAY



If you follow the import scene at all, you may already know that the Dreamcast light gun available in Japan won't work on the U.S. version of *The House of the Dead 2*. So all the people who bought the import Dreamcast and the light gun might be out of luck. A big NAY to that!

Sega gets a YEA for breaking the preset record set by the *Sony PlayStation*. As of the beginning of August, over 200,000 people had preordered a Dreamcast console.

This month, a NAY goes to companies removing PocketStation support from their games just because the U.S. PocketStation isn't out yet. You know it will be out here at some point, why take it out?

Nintendo's *Pokémon Pinball* receives a YEA for becoming the fastest-selling Game Boy game in the machine's 10-year history. Over 262,000 units of the game were sold in only 20 days.

And finally this month, a pre-emptive NAY to developers who make games that look great on the Dreamcast (or even PS2 and Dolphin) but play like absolute crap. It'll take a while for most consumers to realize that even a game that looks great can be bad ("but it looks so good!"). But us gamers will wise up after a while. It knows it's alive, but we're getting smarter...



PRESS
START

...we went to a meeting with *Investors Business Daily* and a journalist there says to me, 'Tell me about Saturn.' So I replied, 'You mean the stillbirth?'"

-Sego President and COO, Bernard Stolar, in an interview with *Games Business*

DEVELOPER PROFILE

Metro3D

Location (City/State): San Jose, CA
Web Site: www.metro3d.com



Metro3D, Inc.

of employees: 37
Gameography (PC and console): Star Command (PC), Star Command Deluxe (PC), we also have done work on many game cinematics for games not by us.
Current projects: Puzzle Master (GBC—done), Armada (DC—done), Dark Angel (DC—not done).
Titles other team members have worked on previously: Some Atari, THQ and Capcom titles. The list is long.
Most challenging aspect of game design is: Presence.
If there was one thing we could change about this industry, it would be: Build trust between the diverse tribes of business and development. I encourage marketing and financial management people in the games industry to take a look at companies like Blizzard and Rare—trust the development team, let them finish their games (an 18-month cycle is about right), and allow for at least three months of broad-base user testing and you will make an excellent return on your investment. The titles people consider late are only late until released, but they will be lame forever.
To us, the most exciting thing about the next crop of video game systems (Dreamcast, PlayStation 2, Dolphin) is: Getting the SDK 18 months before we must ship product, rather than five.
During breaks from late-night programming sessions, we: Sleep.
Our favorite game to play in the office (not by us) is: Marvel Vs. Capcom for DC.
Music that inspires us around the office: The sound of MP3s downloading.
Story behind our name: Random generation.
Company motto: There is enough time for sleep in the grave.

Mario Grows Up

Mario's next adventure won't be on the N64. Instead, Nintendo's plumber mascot and the usual cast of characters will be appearing in a new game for the Dolphin to be available at that system's launch in fall 2000. For this next adventure, Shigeru Miyamoto is planning to make the series more grown up.

"You will see a new side to [Mario] on the Dolphin. Don't you think Mario and Luigi have been too cutesy lately? I want them to act a little more like adults, so you will see a matured Mario," he said in Nintendo's *Online Magazine* on Nintendo Co. Ltd.'s Web site. And yes, Luigi may have more of a starring role this time around.

www.nintendo.com



Pac On SNK Pocket

SNK announced that Namco's arcade classic, Pac-Man, will be available for its Neo-Geo Pocket Color handheld in the U.S. beginning Aug. 31. It features either a full-screen or scrolling mode for optimum viewing of the boards.

In another piece of Neo-Geo Pocket Color news, Sega's Sonic the Hedgehog will be making a stop on the machine later this year.

www.snkusa.com

Nintendo Preps Dolphin Middleware

Nintendo is putting its ducks in a row with middleware companies, just as Sony did with its earlier PS2 announcements, to provide developers with the tools they need to get the most out of Dolphin. The company has signed long-term agreements with Applied Microsystems, Metroworks and Factor 5 through the title of the Dolphin platform.

"These tools will allow our developers and third-party licensees to make the most of the

tremendous power of the Dolphin system," Jim Merrick, Nintendo's director of technical support said. "Providing developers quality tools from top companies at this early stage means better quality games, faster game creation and faster time-to-market, which is great for everyone, especially the consumer."

www.nintendo.com

Eidos Signs Enix's Monsters

Eidos has signed a deal with Enix to publish *Dragon Warrior Monsters*; Terry's Wonderland on Game Boy Color (known as *Dragon Quest Monsters* in Japan). This is the first title Eidos has published on Nintendo's handheld machine. The game sold over 2.2 million copies since its release last year in Japan.

www.eidos.com



Dragon Warrior Monsters, the first Game Boy Color game from Japan, is coming to the U.S. later this year via Eidos.

Japanese DC Games Come to America

If you thought July (Japanese Dreamcast launch game) was cool and wanted to get an English version of it, well...you're outta luck, for now. But just about every other Japanese Dreamcast game is coming to the U.S. in some form. NEC's DC games, including *Seventh Cross*, *Black Matrix* and *Sengoku Turb* are slated to come to the U.S. through UFO interactive, distributed by Import game retailer Tommo, this fall/winter.

www.tommo.com

Acclaim on DC

Acclaim has broadened its plans for the Dreamcast, bringing *Shadow Man*, NFL Quarterback Club 2000, *TrickStyle*, *Jeremy McGrath Supercross 2000*, *WWF Attitude* and *Chef's Luv Shack*. All will be released this year.

www.acclaim.net

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PRESS
START

DID YOU KNOW...

...EGM News editor Chris Johnston used to be an editor of the fanzine *Produx*, and Andrew Burwell, EGM art director, used to work on a 'zine called *The GURU*.

TIDBITS

Eidos has canceled the PlayStation version of *Omikron*... Also canceled is LucasArts' PlayStation version of *Episode One: Racer*... Majesco has formed a new division to handle publishing original and licensed games called *Pipe Dream Interactive*. The first title will be the Dreamcast version of *Rainbow Six*... Sega's *Toy Commander* is set for a U.S. release on Dreamcast later this year... Electronic Arts has canceled its plans to publish *Fatal Fury: Wild Ambition* on PlayStation in the U.S. and SNK has announced that it will publish *Wild Ambition* on PlayStation, along with *King of Fighters: Dream Match 999* on Dreamcast later this fall... Activision has signed a deal with Codemasters, giving it rights to publish its games in North America, such as *TOCA 2 Touring Cars*, *Prince Naseem Boxing*, *Music 2000* and *No Fear Downhill Mountain Biking*... Bandai's *WonderSwan* handheld just might be making its way to the U.S. through a newly signed deal between the Japanese toy maker and Mattel. No release date is scheduled yet... Ubi Soft will be publishing NEC's Dreamcast RPG *Evolution* in the U.S. later this year... Half-Life DC is coming...

Latest On PlayStation 2: No Modem

The real flood of PlayStation 2 news doesn't begin until next month, but there's quite a few tidbits of info seeping out of Sony HQ.

Phil Harrison, SCEA's vice president of third party and research and development commented in an interview with EGM's sister publication *Official U.S. PlayStation Magazine* that the system won't ship with a modem inside the box. Reason? "If we were to adopt a particular modem strategy today and include it in with the hardware, then by the time we launch it would be obsolete." The full interview with Harrison can be found in *OPM's* September issue.

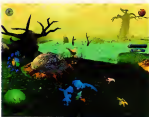
SCEI President Ken Kutaragi recently commented in Japan that the name of the next system will include the "PlayStation" name. Whether that means the number 2, 2000 or the words *Next*, *Y2k*, *Millennium*, etc. will come after it is anyone's guess at this point. It also won't follow Sony Computer Entertainment's release patterns of releasing major hardware or software on 1,2,3 dates (like 12/3 or 1/23). So if you have to narrow it down to a date, the new system won't be ready on either 12/3 or 1/23. Bummer. Kutaragi also says that the company may not announce a final release date for the system at next month's Tokyo Game Show. It's expected that a flood of PS2-related announcements will happen just prior to and during the Tokyo Game Show, being held Sept. 17-19 at Makuhari Messe in Chiba, Japan. Keep your eyes on www.videogames.com for the latest

information and updates from that show.

Epic Megagames, creators of the hit PC title *Unreal* have already decided to port the *Unreal Tournament* engine to Sony's next-gen powerhouse. So we may see a kick-ass version of *Unreal* on PS2 at launch.

Acclaim, Titus and Infogrames are the newest publishers to formalize their interest in PS2 development and will have titles ready for its launch (at least in the U.S.). Japanese publisher Enix, known for RPGs such as *Dragon Quest*, has announced that they have not one, not two, but four titles in the works for the machine. How's that for support?

www.playstation.com



AndNow Interactive's Nooks and Crannies, an interplanetary monster breeding game, will be available soon after the PS2's Japanese launch.

TOP 10 ARCADE PICKS

- 1 NBA Showtime
Midway
- 2 Tekken Tag Tournament
Namco
- 3 Crazy Taxi
Sega
- 4 Guitar Jam
Namco
- 5 Baniki One
SNK
- 6 Street Fighter III: Third Strike
Capcom
- 7 Dance Dance Revolution
Konami
- 8 Hydro Thunder
Midway
- 9 NFL Blitz 99
Midway
- 10 Ferrari 355 Challenge
Sega

Nintendo Introduces Hilfiger Game Boy

Continuing the odd tradition of releasing special-edition Game Boys (and making editors of video game magazines buy nearly every single one!), Nintendo and Tommy Hilfiger proudly introduced the Tommy Hilfiger Game Boy. The new GB was offered only through Tommy Hilfiger stores as part of a special summer promotion between the companies.

If we had to vote, we'd have to say that this is the lamest of the special-edition Game Boys yet.

www.tommy.com

VIDEOGAMES.COM POLL


Game Boy Style

Will you buy the Tommy Hilfiger Game Boy Color?

Yes
442

No
2218





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remain focused.
Mastery of the Force
requires that one
purge all unnecessary
activities from daily life.

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www.starwars.com

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www.thq.com

www.championshipmotocross.com

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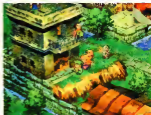


PRESS
START

Last-Minute Update - Enix's Dragon Quest VII: Warriors of Eden

Enix has finally released new screens and information for their highly anticipated PS RPG, Dragon Quest VII (Dragon Warrior in the U.S.). The game's full title has been revealed ("Dragon Quest VII: Eden No Senshitachi," which translates to "Warriors of Eden"), and the battle system has at last been unveiled. As you can see in the screenshots to the right, Enix has wisely decided to stick to the old-school 2D menu-based battle system from past DQ games. Of course the backgrounds are now 3D, and the characters are beautifully drawn (and will presumably animate very fluidly), but the basic system is the same as it's ever been—which is exactly what fans of the long-running series have been hoping for.

A few story bits have leaked out, as well. The game's hero, a fisherman who lives on a small isolated island, decides one day to get off his butt and explore the world. The only problem? The rest of the world has been sealed off by some mysterious force. It seems that the hero will be able to travel back in time to "fix" whatever went drastically wrong long ago... Sounds cool, eh? DQVII is due out by the end of '99 in Japan, and several companies (including SCEA) are interested in bringing it to the U.S. Woo-hoo! Dragon Warrior is back!



DQVII's world features 2D sprites in 3D environments. The classic menu-based battle system has been given a visual upgrade, but for the most part remains the same (this is good!).

Koei's Zill O'll

Koei's epic RPG in the making will finally be released on Oct. 7 in Japan. All the excitement is centered around Zill O'll's high production values—it may very well be Koei's answer to Square's Final Fantasy VIII. Koei's unique Soul System allows you to raise your characters and determine their attributes for later on in the game. Hopefully, Zill O'll will make it stateside in the near future. It'll set you back a cool 6800 yen (about \$60).





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CENSORED!

In this episode of Pokémon (#18), shown only in Japan, female trainers participate in a swimsuit competition. Team Rocket shows up and James dons a rubber suit which gives him pump-up...features.

Nothing But a 'Zine Thing, Baby

A "fanzine" (zine for short) is literally a fan-made magazine that can cover just about anything—a particular band, poetry, collected fiction, yachting, etc. You won't find glossy covers, advertising or colors besides black and white in the pages of an average 'zine. 'Zines are a great place to find unbiased opinions and discussions on video games and be a part of a community of fans ("fandom") who share the same interests as you. If you have an interest in journalism or writing about games for a living, it's a good place to get some practice.

What's it about - Deciding what to write about can sometimes be difficult. Do you have an opinion on something happening in the industry? Do you rent/buy a lot of games and want to review them? That's a good starting point. There are 'zines that are reviews-only, columns-only, a mixture of everything, system-centric (N64, PlayStation, Saturn, etc.), retrogaming, arcade, Japanese games, etc. It's your 'zine, tailor it to what you like. If possible, get some friends together to help you out. As far as length goes, 'zines can range in size

from four to more than 24 pages. Of course, then you have to figure out what to call it, and that can be most difficult of all!

Putting it together - Now that a lot of people have access to a computer, making a 'zine is easy. Best bet is to use either a desktop publishing program like Microsoft Publisher or a word processing program. But even with the advent of these cheap DTP programs, there are handwritten, typewritten and other kinds of 'zines out there. If you're a good artist or have access to a scanner, adding artwork or images can help out the look of your 'zine. Remember to add a masthead with the names of people who worked on the issue and how to contact you or information on how to receive more issues.

Makin' copies - Once you've got the master copy of your 'zine in hand, it's time to make a few copies of it so you can distribute them. If you're just starting out, you may only need to make a small amount of copies. Many discount office supply stores (Office Max,

Office Depot, Staples) have copy centers that offer volume discounts that usually start after you've made 100 copies of any one page and are much cheaper than going to a dedicated copy center like Kinko's. Bottom line: Don't spend too much money or make too many copies of your first issue.

Getting it out there - You've got the finished product and now all you do is find someone to listen to what you have to say. First off, send a copy to **EGM (c/o Chris Johnston), P.O. Box 3338, Oak Brook, IL 60522-3338**. Next, maybe there's a local video rental/video game store that could give out a few copies for you or put it on the counter for customers to take. Send it to other fanzine editors (fanned, for short) to take a look at and offer to trade with them.

Mo' money - It's doubtful you'll make any money doing a fanzine. If anything, you'll spend money to put out issues or break even. For more information, check out On File at (www.fanarchy.com/onfile/). There you'll find even more tips on how to start a 'zine.



ZINE-O-PHILE

Getting Your Feet Wet in the 'Zine Scene

Sending away for a copy of an existing 'zine is probably the best way to get a feel for what they're like. Here are two good examples:

Digital Press, edited by Joe Santulli
44 Hunter Place
Pompton Lakes, NJ 07442

\$2 for a sample issue, \$50 for six issues in the US, \$15 for Canada, \$58 elsewhere. Make checks payable to Joe Santulli.

The bi-monthly DP focuses mainly on retro-gaming, but reviews titles both new and old.

From the 2600 and the days of the NES to PlayStation, it's covered here. One of the oldest (if not the oldest) 'zine still published today.

Video Zone, edited by Chris Kohler
350 Totoket Rd.
Northford, CT 06472
\$1 for a sample



issue, make checks payable to Chris Kohler.

Video Zone has also been going for a while, with its content changing nearly every issue. Chris' writing is both opinionated and fun to read. This particular issue focuses on Nintendo main man, Mario.

Video Zone



THE MARIO ISSUE

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PRESS
START

International News

Nintendo Plans for Space World Splash

Nintendo's Space World exhibition will be held at Makuhari Messe in Chiba, Japan Aug. 27-29. This year, all three days will be open to the public, instead of the customary first day open only to industry members.

We'll have full coverage of the show and all the games being shown, but here's an early list of the big titles that'll be on display: N64 titles from third parties include Treasure/ESP's shooter Bakuretsu Muteki Bangalo, Top Gear Hyperbike and Daikatana from Kemco and View Point 2064 from Sammy. Nintendo will show off the usual suspects, like Jet Force Gemini, Mini Racers, Perfect Dark, Excite Bike 64, Super Mario RPG 2, Star Wars Rogue Squadron, Donkey Kong 64, Itoi Shigesato no Bass Fishing No. 1 Ketteiban, Kirby 64, Mother 3, Legend of Zelda Gaiden and Mario Party 2.

The 64DD will make its appearance at this show, too. Sim City 64, Mario Artist Talent Studio, Mario Artist Paint Studio, the long-awaited F-Zero X Expansion Kit, Nihon Pro Golf Tour 64, Gendai Daiseiryaku: Ultimate War and Kyojin no Doshin 3 will be shown for it. The DD will be available in December in Japan.

Game Boy Color is getting a lot of support as well, with new titles from both Nintendo and third parties. Among the big GBC titles are Dragon Quest II & III from Enix, Ganbare Goemon from Konami, and from Nintendo—Legend of Zelda: Mysterious Tree of Fruit (yes, that's right, Zelda no Densetsu Fushigi na Kinomi) and Pokémon Gold and Silver.

Of course, that's not all. There's bound to be a few surprises, too.



SimCity 64 is one of the first 64DD titles slated for release in Japan this December.

Densha de DC!

Taito's next Dreamcast game will be a new installment of its Densha de GO! series called Densha de GO! 3000. It's expected to be released in Japan this December.

www.taito.co.jp

More Namco on DC

Namco has announced that it is planning an additional two games for Dreamcast. Of course, the identity of those games is still under wraps, but we could see something on store shelves at the beginning of 2000. Namco will still be focusing primarily on Sony's systems though.

www.namco.co.jp

Sega Readies TGS Lineup

Sega has been tight-lipped about its own Dreamcast software aside from Shenmue. The company has finally set a date for its arcade port of Zombie Revenge, due for extra enhancements such as a VMU game and some extra levels. The company's TGS plans are still unknown, however, it's very likely that playable versions of Crazy Taxi and (if we're lucky) the new projects from the remnants of Sonic Team. Software from the U.S. will also

quickly flow across the Pacific, giving the Japanese DC a kickstart of software.

www.sega.co.jp

Enix/Tri-Ace RPG

Enix will be publishing the next PlayStation RPG project from Tri-Ace, known for its Star Ocean series. In Valkyrie Profile, players take control of a valkyrie who must collect and raise souls of dead mortals to battle against the gods in Valhalla. Sounds like a darker version of Pokémon, eh?

Valkyrie Profile is scheduled for release in Japan this winter.

www.tri-ace.co.jp



In Valkyrie Profile, you select which of your party will attack by pressing the corresponding buttons above their heads.

IMPORT CALENDAR

Torneco



Import Pick of the Month: Torneco's Mysterious Dungeon, Chun Soft's latest randomized Action-RPG based on one of Dragon Quest's characters.

PlayStation

- 8/26 Macross VF-X 2, Bandai (Action)
- 8/26 Dance Dance Revolution 2nd ReMix, Konami (Misc.)
- 9/2 Rockman 2: Dr. Wily's Revenge, Capcom (Action)
- 9/2 Front Mission Third, Square (Strategy)
- 9/9 Beatmania APPEND 4th Mix: The Beat Goes On, Konami (Misc.)
- 9/9 Star Blom, Namco (Shooter)
- 9/14 Rockman 3, Capcom (Action)
- 9/15 Torneco's Mysterious Dungeon, Chun Soft (RPG)
- 9/22 Bio Hazard 3: Last Escape, Capcom (Action)
- Sept. Gran Turismo 2, SCEI (Racing)
- 10/7 Psychic Force 2, Taito (Fighting)

Dreamcast

- 8/26 Cool Boarders BURRRR, Uep Systems (Sports)
- 8/26 Gundam Side Story, Bandai (Action)
- 9/9 Star Gladiator 2: Nightmare of Vilestein, Capcom (Fighting)
- 9/15 Climax Lander, Climax (RPG)
- 9/23 Espion-age-nts, NEC Home Electronics (Simulation)
- 9/30 New Japan Wrestling Toukon Retsuden 4, Tomy (Sports)
- 10/14 Zombie Revenge, Sega (Action)
- 10/28 Shenmue, Sega (Action)

Game Boy Color

- 9/23 Dragon Quest II & III, Enix (RPG)
- Sept. Pokémon Gold, Nintendo (RPG)
- Sept. Pokémon Silver, Nintendo (RPG)

*Subject to change without notice. Consult your local import game store for the latest release information.



Dave underestimated the party guests' hatred of charades.

Don't let this happen to you. With the new YOU DON'T KNOW JACK®, your PlayStation® game console may just be a life saver. Not to mention, one of the greatest party games ever invented. (Nude twister comes in a close second.)

One, two or three players at a time get scorched by JACK's sarcastic game show host. You and your friends wrestle over more than 1,400 seriously bent trivia questions on two

**If only he'd suggested
YOU DON'T KNOW JACK.**

CD's, while the rest of the party cat-calls, taunts and fights over who gets the controller next. So next time you throw a party, get YOU DON'T KNOW JACK and nobody gets hurt.



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EGM ON EPTV

The folks at The Electric Playground stopped by recently with cameras rollin' to get a behind-the-scenes peek at our lives. You can check it out at: <http://www.elecplay.com/features/chicago/chicago-day3.html> — and don't forget to check The Electric Playground's TV show (check local listings) for all the shocking footage recorded while on their EGM excursion in Chicago!

EDITED FOR CONTENT

If you can play in hell, you've come far!

The U.S. version of UmJammer Lammy has had its sixth stage slightly altered from the Japanese. In it, Lammy slips on a banana peel (dropped by friendly neighborhood PJD, PJ Berry). She dies, and goes to hell. The credits begin to roll, but are stopped by a pumpkin-headed manager, who ushers her into the concert hall where Teriyaki Yoko is performing. She offers to resurrect Lammy if she does well. Chop Chop Master Onion's song is also changed a bit to reflect the hell stage's omission. Reason for the change was so that UmJammer Lammy could appeal to the widest audience.



Lammy's dead and gone to hell! But in the U.S. version, she goes to an island.

Designing Games with the Power to Groove



When PaRappa the Rapper hit the PlayStation in 1997, it spawned a new genre, the music game. Its music, combined with Rodney Greenblatt's whimsical imagination for the visuals, made the game an instant favorite. We decided to find a little more about the game and the brains behind it. SCEI producer Masaya Matsuura.



EGM: Where did you get the inspiration for Lammy's character?

Masaya Matsuura: She is a totally virtual existence. There are many things in my mind that I want to see but have never actually seen before—one of them is the ultimate all-girl band. Lammy is the guitarist in such a band. I built up the image of the band "MilkCan" presuming and expecting that such a band will appear in front of us in real life in the very near future. But since the setting was pretty abstract from the very beginning, the designer and I had to go over and redesign the characters many times.

EGM: How were you able to work with Rodney Greenblatt across such a great distance?

MM: We are all living in the world of internet. But to tell you the truth, we had to exchange a lot of faxes...

EGM: Why did you decide to use rock instead of rap this time?

MM: What is "rock," by the way? Is "rap" one of the genres of music? That type of

categorization, so to speak, already died inside me with the closure of the "Box, but it looks like it still bothers you. The only thing that bothers me is whether music has enough power to groove you or not.

EGM: Is it more difficult to use rock for this type of game?

MM: Putting the question "What is rock?" aside, in PaRappa, words were used, so it was probably easier to understand the answer you get from the formula of Call & Response. But in Lammy, I had to use the song, or the relation between the player and the guitar, so consequently, the feel of union with the teacher was a bit different from what you get from PaRappa. Also, one of the most difficult things was to find the right point of contact between the song and the guitar play.

EGM: Are there any types of music that you haven't covered in your games that you'd like to in the future?

MM: Ahh, I'm still thinking...

EGM: Music games seem very popular in Japan right now. Which, other than your own, are your favorite?

MM: It's nice to see music games growing in popularity, but to me, it seems not all of them are in the right direction. What I would like to do is to experiment with new ways to use audio and visual expressions in the field of video games. To be frank, a lot of recent music games merely bring in banal music and dump it into the game or rely only on the impact of the interface.

EGM: What language does Ma-san speak? How do Lammy and her friends understand?

MM: Ma-san speaks her own language. I haven't asked Lammy and her friends, but they probably don't understand her language. But that's not the point. They can communicate well with each other with sounds and that's enough.

EGM: Was there anything you wanted to include in Lammy that you didn't because of time or space constraints?

MM: There aren't so many such things compared to what we had in PaRappa. But, U.S. users have an advantage compared to the Japanese users. In the U.S. and Euro versions, there is a bonus you get after clearing the whole game. Sorry to the Japanese fans, but I didn't have enough time. But in the U.S./Euro versions, we did have to compromise to reduce the number of frames in the movies, which I apologize. I don't expect that such a problem will occur on the next-generation PlayStation, though.

EGM: What are your thoughts on the next-generation PlayStation?

MM: In the electric music world, when the synthetic world has reached the boiling point, sampling techniques arose. This method, which takes in everything there is, is a very important basic technique for my musical expression. But at the same time, there is a lot of discontent as well. Looking at the world of

CG, I thought it would go in the same direction as music (motion capture, for instance), but on the contrary, it is going back to the point where you have to compose/synthesize from the very beginning, using physics simulation. I think this is one of the wonderful aspects of the next-generation machine. There are a lot of enthusiastic people working on the visuals, which I envy a little. But it may take longer than I suspect for the physics simulation to be used practically on the next-gen machine.

EGM: Have you thought about making a PaRappa game for PlayStation 2?

MM: I am considering it...but if it were to be realized, I don't think it would be in normal 3D.

EGM: What are you working on now?

MM: A new product, nothing to do with PaRappa or Lammy.

EGM: What are some of your own favorite kinds of music or artists?

MM: Ricky Martin...is someone I don't like. Until about five years ago, I always watched MTV when I was in the U.S., but not anymore. Why is that? Someone tell me.

EGM: Will there be a third game in the PaRappa series? What can we expect?

MM: I am thinking...

www.playstation.com

VIDEOGAMES.COM POLL

Source: Videogames.com main poll results for 8/10/99

Lammy Vs. PaRappa

Which character in the PaRappa/Lammy series is your favorite?



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NOT
PARANOID...

...YOU
ARE
SURROUNDED.

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TO
KEEPS]

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Quartermann - Video Game Gossip & Speculation

The Dreamcast is the center of so many rumors now. Hopefully the majority of you either have one, or are looking very seriously at one by now. With the things we've heard being in the works, the next couple of years are going to be very exciting for Sega. Elsewhere the Q network of spies has dug up a few interesting tidbits about PlayStation 4 (although still no word on its proper name...PSY is still very popular, although PSX was too as I recall) which we should be able to expand on next month, once Sony's done its big song and dance at the Tokyo Game Show

RUMOR There's an enhanced version of Soul Calibur set to hit the arcades any day now.
TRUTH Yep...but don't get your knickers in a twist too quickly. The new version is a complete overhaul and will run on Sega Naomi hardware. So guess what? The new game is basically the Dreamcast version without all of the time-consuming parts.

RUMOR More Namco gossip...there's a strong rumor that Tekken Tag Tournament is on the verge of coming home in some form, but as of yet it's unclear as to what is going to happen. On one hand there's the "Namco is doing one more fighting game on the PlayStation" rumor (and we know it's not Soul Calibur) and on the other there's the "TTT is getting an overhaul like Soul Calibur so it can be released as both a DC game and a new Naomi arcade game" rumor.

TRUTH Either can be true although the Dreamcast possibility seems a lot more likely. There's no official word from Namco but we do know that the publisher does have more PlayStation games in the works besides the much-delayed Dragon Valor. It would be

surprising to see TTT on PlayStation as it would require some serious retooling...but then no one thought Tekken 3 could be done last year, and that turned out just fine. We should have some more news for you on this front next month.

RUMOR There isn't a sequel planned for Sonic Adventure.
TRUTH A popular misquote of Sonic Team head Hiroshi Yuki Naka. In a recent interview he was asked about sequels to Sonic Adventure, Burning Rangers and NIGHTS and stated that he wasn't working on any of them. Considering that Sonic Team has recently been split into three separate teams working on different projects, it's feasible that Naka himself isn't working on "old" franchises. What we do know is that he is working on a completely new character-based game for the Dreamcast which could be revealed in the next month or so.

RUMOR Panzer Dragoon on Dreamcast.
TRUTH We'll just give you a quick second while you clean up the mess you just made in your underpants from seeing that. OK? Cleaned up now? Last year, the word was out that Team Andromeda had been disbanded after Panzer Dragoon Saga was released. We have since learned from sources in Japan that the team has simply been lying low for a while and has been lending its expertise to other first party development teams as they prepare Dreamcast titles. Once they've finished helping others clean up their act, we have heard that they are returning to a "popular franchise" that they are known for working on.

RUMOR Sega's Project Ares is to be renamed Phantasy Star.
TRUTH We have no idea...but hopefully more info will be revealed at the Tokyo Game Show in September. Keep an eye on www.videogames.com for information. It's developed by the same team, but it looks to us like this is the start of something completely new.

RUMOR PlayStation 2 is so powerful that it has an expected shelf-life of 10 years...twice that of its predecessor.
TRUTH This is extremely unlikely, and while it is a very powerful machine, the chances of technology failing to advance that far in 10 years would mean there was some kind of time warp in action. Or the Y2k problem hits us all harder than we think it will. PlayStation

2 is a serious piece of kit...but no doubt it will be superseded yet again by the year 2005. The rumors about Sony clinging on to the same box for 10 years have been circulating on the net for a while now...don't believe them.

RUMOR Soul Calibur is Sega's savior, and has proven extremely valuable.
TRUTH Apparently Sega's stock jumped up 16 percent the day Namco's fighter was released. See? Something wicked this way comes. Check out the Review Crew's review for a big surprise.

RUMOR Sega has a number of peripherals in the works that will push internet functionality.
TRUTH Although we don't know for certain, there is word that there are a number of interesting gadgets in the works besides the microphone and video camera. The thing that has our reporters in Japan buzzing the most is the rumor of an MP3 playing VMU. No details on memory or anything as yet—but wily RAM being so cheap these days, a VMU with 32Mb in it could be feasible! This would allow for 30 minutes plus of playback time for MP3 files. If this turns out to be true, the Dreamcast has another terribly fashionable feather waiting to be stuck into its cap. **-The Q***

BREAKING NEWS

Just as we were going to press on Aug. 11, Sega made a major announcement regarding its senior management. The press release stated "Toshiro Kazuka has been named vice-chairman and chief operating officer of the company, effective immediately. Kazuka succeeds Bernard Stolar. Effective Aug. 11, 1999, Bernard Stolar is no longer with Sega of America, Inc. It is Sega's policy not to comment on personnel decisions." No further info was available as we go to press, but it's a big surprise to see Stolar leave so close to the U.S. launch of the Dreamcast.

JAPAN TOP 10

- 1 **Jikkou PowerUp Pro Baseball '99**
Namco
- 2 **Seiken Densetsu Legend of Mana**
SquareSoft
- 3 **Medarot 2**
ImageForce
- 4 **Yugioh Dual Monsters II**
Namco
- 5 **Doko Doko Isshu**
SCEI
- 6 **Dino Crisis**
Capcom
- 7 **Star Wars Episode One: Racer**
Nintendo
- 8 **Dance Dance Revolution**
Banani
- 9 **Dynix Battle 64: Person of Lonely Caliber**
Nintendo
- 10 **Iron and Koban**
Capcom

Weekly Famitsu, week ending 7/25/99

IT'S LEARNED THAT YOU LIKE TO
THROW UPPERCUTS

Sega Dreamcast

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BOXING



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RP
ESRB



PRESS
START

The Top 20 Best-Selling Games of June, 1999

1 - Pokémon (Blue Version)



Pika-pi! Pika-chu! Chuuuu, pi-pika kachu! **Pikaachu**, pika-chu pi pi. Pika pika pi, ka chu pika. Chuuu...pikapi, chu chu pikaal! Pikaachu pikachu chu chu kasa pi pi, pika pika pika. Pikaachu, pikaachu, chu chu...Pikaal!

9.0 8.0
John R Crapin

8.0 9.0
John O Sush

2 - Pokémon (Red Version)



Translated from Pika-chu-ese—**Nintendo's** Pokémon remains in the top slots again this month, its popularity only growing. This fall there's plenty more Pokémon, and the Gold and Silver versions will debut in Japan! Slap ma' fro!

9.0 8.0
John R Crapin

8.0 9.0
John O Sush

3 - SW Episode One: Racer



Anakin Skywalker can't hold on for long. Now that Episode One's done with, here comes the long wait for Episode Two. Wonder what kinds of games **LucasArts** has planned for that one! As long as they don't star Jar Jar, it's fine.

9.0 9.0
Sean Crapin

8.5 9.5
Chi Chris

4 - Super Smash Bros.



Nintendo just continues to dominate the charts this month. Super Smash Bros. takes your favorite Nintendo characters and pits them against each other in the ultimate fight to the finish. A great multiplayer game.

8.5 8.5
Dan Shawn

8.5 9.0
John K Sush

5 - Super Mario Bros. Deluxe



In 1985 a little game called Super Mario Bros. came along and revitalized the ailing video game industry. In 1999, that same game is brought back to the Game Boy Color by **Nintendo**. A great portable version of a classic game.

9.5 8.5
John E Chi

8.5 8.5
John O Sho

6 Pokémon Pinball
Nintendo



NEW
NEW

7 Lunar: Silver Star Story
Working Designs



NEW
NEW

8 Superman
Titus



NEW
NEW

9 Syphon Filter
989 Studios



8
8

10 WWF Warzone
Acclaim



NEW
NEW

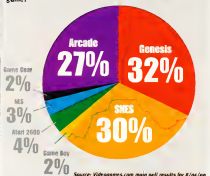
11 Mario Party Nintendo		7
12 Triple Play 2000 Electronic Arts		11
13 R4: Ridge Racer Type 4 Namco		5
14 Rugrats The Movie THD		13
15 Need For Speed: High Stakes Electronic Arts		9
16 MLB 2000 989 Studios		12
17 Star Ocean: The Second Story SCEA		NEW
18 GoldenEye 007 Nintendo		18
19 Namco Museum Vol. 1 Namco		---
20 Bloody Roar 2 SCEA		NEW

Source: NPD TESTS Video Games Service. Call Mary Ann Porreca at (310) 649-7345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

VIDEOGAMES.COM POLL

Spidey's Greatest Hits

Which of the following platforms had the best Spider-Man game?





Sometimes a girl's gotta whi@l

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every Friday.*

***BACK OFF, BOYS.** You're blocking my close-up.

Coming Soon - October 1999

September

Game Boy Color	
Acropolis - Activision	Action
Chase HQ Special Police - Midco	Action
Deja Vu II - Vertical Entertainment	Adventure
Diary Wars - GT Interactive	Sports
NBA 2000 - THQ	Sports
Madden NFL 2000 - THQ	Sports
Mortarion Marbles 2 - Konami	Racing
Quest RPG: Elton's Journey - Electronic Arts	RPG
Resident Evil - Capcom	Action
Spawn - Konami	Action
Survival Kids - Konami	Adventure
Turk Rage Wars - Acclaim	Action
Yoda Stories - THQ	Adventure
PlayStation	
Area 51 - EA GIGAC	Shooting
Dino Crisis - Capcom	Action
Fatal Fury: Wild Ambitions - SNK	Fighting
Final Fantasy VIII - Square Electronic Arts	RPG
Golden Weapons of Justice - Pygmalion	RPG
Gullag Racer - Tecmo	Racing
Jet Wings: Wild Racing - Electronic Arts	Racing
Jet Moto 3 - 989 Studios	Racing
Lego Racers - Lego Media	Sports
Madden NFL 2000 - Electronic Arts	Sports
Master Blaster 4 - Tecmo	Racing
NASCAR 2000 - Electronic Arts	Sports
NFL GameDay 2000 - 989 Studios	Sports
NHL 2000 - Electronic Arts	Sports
Paperboy - Midway	Action
Quake II - Activision	Action
Rat Attack - Windacore	Shooting
Shade - THQ	Fighting
South Park: Chef's Luv Shack - Acclaim	Misc.
Space Invaders - Activision	Action
Star Wars Ep. 1: The Phantom Menace - LucasArts Adventure	RPG
Strider II - Konami	RPG
Superman - Teku	RPG
Thousand Arms - Atlas	RPG
Vegas Games 2000 - 989	Misc.
War Dog: Kamek Lab - Sierra	Misc.
Nintendo 64	
Army Mail Sarge's Heroes - GT	Action
Cartoon Palace - Core Entertainment	Simulation
Clash Royale: Zero Hour - GT Interactive	Action
Gauntlet Legends - Midway	Action
Goat 3: Green Cow Goats - Eidos	Action
Hot Wheels Turbo Racing - Electronic Arts	Racing
Hybrid Heaven - Konami	Racing
Lego Racers - Lego Media	Racing
Madden NFL 2000 - Electronic Arts	Sports
MASCAR 2000 - Electronic Arts	Sports
Rainbow Six - Southpeak Interactive	Action
Road Rash 4 - THQ	Racing
Roadsters '99 - Eidos	Racing
Act to Wings - Core Entertainment	Flying
All Force Delta - Konami	Flying
Armad - Midway	Flying
Blue Stinger - Activision	Action
Goal Raiders 2 - Sega	Racing
Expansion - Pop Software	Action
Flag to Flag - Sega	Action
House of the Dead 2 - Sega	Shooting
Hydro Thunder - Midway	Racing
Jet of Fighters: Dream Match 1999 - SNK	Fighting
Monaco Grand Prix - Ubi Soft	Racing
Nortal: Norbert Gold - Midway	Fighting
NFL Blitz 2000 - Midway	Sports
NHL Quarterback Club 2000 - Acclaim	Sports
Pen Pen Trillion - Infogrames	Racing
Power Stone - Capcom	Fighting
Rainbow Six - Harezo	Sports
Ready 2 Rumble Boxing - Midway	Sports
Redline Racer - Ubi Soft	Racing
Sega Sports NFL 200 - Sega	Sports
Sega Sports NFL 200 - Sega	Sports
Sega Soccer Adventure - Sega	Sports
Speed Cellular - Namco	Fighting
Speed Drive - Ubi Soft	Racing
Tokyo Kaliente Racer - Core Entertainment	Racing
TMN Motorsports Roadster Race - ASC Games	Racing
Trick Style - Acclaim	Racing

Amiga - Infogrames	
Azura Demons - Konami	Action
Banjo & the Bees Board Game Adv. - Nintendo	RPG
Classic Fiddle Bobble - Midway	Action
Ghosts 'N' Goblins - Capcom	Puzzle
Godzilla: The Series - Core Entertainment	Action
Harvest Moon - Core Entertainment	RPG
Legend of the River King - Natsume	RPG
Norio Golf - Nintendo	Sports
Micro Machines V5 - THQ	Racing
Ms. Pac Man - Namco	Misc.
NBA Live 2000 - THQ	Sports
NFL Blitz 2000 - Midway	Sports
NHL 2000 - THQ	Sports
Publius Yellow - Midway	Adventure
Rainbow Six - Southpeak Interactive	Action
Shadowman - Acclaim	Action
Tiger Woods 2000 - THQ	Sports
Toy Story 2 - THQ	Action
PlayStation	
Army Men: Sarge's Heroes - 3DO	Action
Campanella 2 - Interplay	Action
Cyber Troopers Golf - Electronic Arts	Sports
Dare 2000 - Westwood Studios	Strategy
Earthworm Jim - Rockstar	Action
NFL 2000 - Electronic Arts	Sports
Final Fantasy Anthology - Square Electronic Arts	RPG
Grand Theft Auto 2 - Rockstar	Action
Gran Turismo - SCEA	RPG
Jet Golf: XS Racing - ASC Games	Racing
Jenny McGrath 2000 - Acclaim	Racing
Jeremy Reed Riders - Lego Media	Action
Metel Gear: Sidel VR Missions - Konami	Action
NBA 2000 - Electronic Arts	Sports
NBA Basketball 2000 - Fox Interactive	Sports
NBA Live 2000 - Electronic Arts	Sports
NHL FaceOff 2000 - 989 Studios	Sports
Official Formula One Racing - Eidos	Shooting
Omega Force - SCEA	Action
Play: Man World 2000 Anniversary - Namco	Action
Pro Soccer Interactive - THQ	RPG
Rainbow Six - Red Storm	Action
RC: Street Compete - Midway	Action
Scrabble - Hasbro Interactive	Misc.
Sega Sports Series 2000 - Electronic Arts	Racing
Tek Drive Off-Road 3 - Infogrames	Racing
Tek Drive 6 - Infogrames	Racing
TMN Motorsports Roadster Race - ASC Games	Racing
Tommy Hawk's Pro Skater - Activision	Racing
Tron: Street Racer - Capcom	Racing
WCW Mayhem - Electronic Arts	Racing
WipeOut 3 - Pygmalion	Racing
Xena Warrior Princess - Electronic Arts	Action
X-Files - Fox Interactive	Adventure
PlayStation	
Civilization Special Edition - Konami	Action
Earthworm Jim 3 - Rockstar	Action
Jet Force Gemini - Nintendo	Action
NBA Live 2000 - Electronic Arts	Sports
Paperboy - Midway	Action
Rat Attack - Midway	Action
Rayman 2 - Ubi Soft	Action
StreetCraft - Nintendo	Strategy
WCW Mayhem - Electronic Arts	Sports
Warrior vs. Capcom - Capcom	Fighting
Sega Bass Fishing - Sega	Sports
Sega Sports NBA 2000 - Sega	Sports
Virtua Fighter 3D - Sega	Fighting

November

Game Boy Color	
Act in Wonderland - Nintendo	Action
Base Masters 2000 - THQ	Sports
Grass Theft Auto - Rockstar	Action
Midway Golf - Nintendo	Racing
Mission: Impossible - Infogrames	Action
NBA Showtime - Midway	Sports
Rampage Universal Tour - Midway	Sports
Ready 2 Rumble Boxing - Midway	Sports
Rugby Time Machine - THQ	Sports
Street Fighter Alpha - Capcom	Fighting
Tek Drive Off-Road 3 - Infogrames	Racing
WCW Wrestlemania 2000 - THQ	Sports
PlayStation	
Army Men: Air Attack - 3DO	Action
Cool Boarders - 989 Studios	Sports
Deeper Girl - THQ	Action
Derbstone - Take 2	Action

PlayStation	
Detonator: Gaeafile - Working Designs	Action
Die Hard Trilogy 2 - Fox Interactive	Action
Fighting Force 2 - Eidos	Fighting
Formula One '99 - Polyphony	Racing
Gauntlet Legends - Midway	Action
Jackie Chan's Shadowboxer - Midway	Action
Juggernaut - Jaleco	RPG
Kickstart: King 2000 - Electronic Arts	Sports
Konami Rally - Konami	Racing
Major League Soccer 2000 - Konami	Sports
Medal of Honor - Electronic Arts	Simulation
Mission: Impossible - Hasbro Interactive	Action
Mission: Impossible - Infogrames	Action
NBA Basketball 2000 - Fox Interactive	Sports
NBA ShootOut - 989 Sports	Sports
NBA Showtime - Midway	Sports
NCAA Final Four 2000 - 989 Studios	Sports
Q-Bert - Hasbro Interactive	Action
Rainbow Six - Red Storm	Action
Ready 2 Rumble Boxing - Midway	Sports
Resident Evil 3 Nemesis - Capcom	Action
Road Rash Unleashed - Electronic Arts	Action
SuperDinos Circuit - 989 Sports	Sports
Thrasher Skate and Destroy - Rockstar	Sports
Tiger Woods / PGA Tour 2000 - Electronic Arts	Sports
Tony Hawk's Skate - Electronic Arts	Action
Tony Shaver - Activision	Sports
Twisted Metal 4 - 989 Studios	Action
Wrestlemania 2000 - 3DO	Misc.
Vigilante 6: Second Offense - Activision	Action
Wing Anniversary - Hasbro Interactive	Action
Wy-Tang: Shakin' Slim - Activision	Fighting
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Armadillo 2000 - THQ	Sports
Earthworm Jim: Global Assault - 3DO	Action
Bransford Circus Pro Bowling - THQ	Sports
Cyber Tiger Woods Golf - Electronic Arts	Sports
Destination: Perjury	Action
Donkey Kong 64 - Nintendo	Action
Keke Envyed in NBA Courtside 2 - Nintendo	Sports
Legend of Zelda: Majora's Mask - Nintendo	Action
Major League Soccer - Konami	Sports
Menopoly 64 - Hasbro Interactive	Misc.
NBA Courtside 2: Featuring Kobe Bryant - Nintendo	Sports
NBA Showtime - Midway	Sports
Nuclear Strike - THQ	Action
Ready 2 Rumble - Southpeak Interactive	Action
Ready 2 Rumble Boxing - Midway	Sports
Toy Story 4 - 3DO	Action
Space Invaders - Activision	Action
Spectrums - Electronic Arts	Racing
Tony Hawk 2 - Activision	Action
Turk Rage Wars - Acclaim	Action
Vigilante 6: Second Offense - Activision	Action
WCW Wrestlemania 2000 - THQ	Sports
PlayStation	
Carrier - Jaleco	Action
Fighting Force 2 - Eidos	Action
NBA Showtime - Midway	Sports
Shadowman - Acclaim	Action
South Park - Acclaim	Action
South Park: Chef's Luv Shack - Acclaim	Misc.
Street Fighter Alpha 3 - Capcom	Fighting
Tek Drive 6 - Infogrames	Racing
Vigilante 6: Second Offense - Activision	Action
PlayStation	
World Grand Prix - Video System	Racing
Microsoft Combat Flight Simulator - Konami	Simulation
Redline Racer - Ubi Soft	Racing
Showme - Sega	Action/ RPG
Toy Commander - Sega	Action

December

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Game & Watch Gallery 3 - Nintendo	Misc.
Kinoshita Mega - Electronic Arts	Sports
Magicall Terry Challenge - Capcom	Puzzle
NBA Courtside 3: on 3 Challenge - Nintendo	Sports
Star Wars Ep. One Racer - Nintendo	Racing
WCW Mayhem - Electronic Arts	Sports
Nintendo 64	
ESWB NBA Tonight - Konami	Sports
ESWB Outbreak Bass Fishing - Konami	Sports
Nintendo 64	
Castillon 64 - Nintendo	Racing
Hammer 2000 - Nintendo	Flying
Lantern League - Sun Supreme - Infogrames	Sports
Perfect Kick - Midway	Action
PlayStation	
Final Fantasy VIII - Video System	Racing
Microsoft Combat Flight Simulator - Konami	Simulation
Redline Racer - Ubi Soft	Racing
Showme - Sega	Action/ RPG
Toy Commander - Sega	Action

October

Game Boy Color	
All Star Tennis '99 - Ubi Soft	Sports

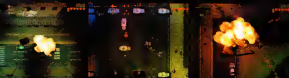
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RAEKWON

MASTA KILLA

U-GOD

INSPECTAH DECK

GHOSTFACE KILLAH



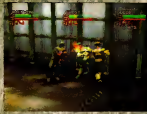
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WARNING: Previews marked with international symbols may or may not be released in the U.S. They are destined to run on Japanese or European PAL systems. Import at your own risk.

Amongst all the recent buzz over Dreamcast this and Dreamcast that, we almost overlooked another hot item on the menu—the RPG (that's "role-playing game" to you and me). Thanks to Square Soft (more specifically, the Final Fantasy series), RPGs have become mainstream and very profitable. Looking ahead, we have a TON of role-playing goodness to look forward to, from long-awaited sequels (Chrono Cross, Legend of Mana) to action/RPGs (Zelda Gaiden) to games that are finally making their way over to these shores (Grandia) to games we hope will immigrate over someday (Grandia II, Dragon Quest VII). It's gonna be a good time for gamers who appreciate those 40+ hour video games (and hell for us reviewers of those 40+ hour video games).

Speaking of the different shores, our new boy Che Chos will be helping out with some international previews (he's already picked up the bulk of the



Grandia. This ill' fireball is finally coming over to the U.S.! Now PlayStation owners can see what all the fuss is about.

arcade previews section). Noticed the recent influx of giant robot game previews from Japan? That's Che's doing. As long as he sticks to those, or other oddities like noodle shop simulators (no kidding...check out our preview gallery of Ore No Ryori in this issue...betcha can't wait), we'll let him keep working. If we ever see a preview for a Choaniki 2, however, we might have to reconsider whom we let handle the import previews...

TOP 5 Preview Picks

- | | |
|--------------------------|-------------------------------|
| 1. Zelda Gaiden | Nintendo 64, release date TBA |
| 2. Legend of Mana | PlayStation, release date TBA |
| 3. Seaman | Dreamcast, Out Now (Japan) |
| 4. Grandia | PlayStation, October 1999 |
| 5. Strider 2 | Arcade, release date TBA |

Which of the following systems has the best RPGs?

source: videogames.com online poll

Sega Master System	48
Sega Genesis	264
Sega Saturn	289
PlayStation	2983
Turbo Duo	55
NES	264
SNES	3343
Nintendo 64	411

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PREVIEW

TrickStyle

Publisher:	Acclaim
Developer:	Criterion Studios
Players:	1-4
Genre:	Action/Racing
% Done:	85%
Release:	September 1999
Host OS:	PC
Web Address:	www.acclaim.net www.trickstyle.com

- The Good:** The graphics. Man, they are un-fucking-believable.
- The Bad:** Some degree of online support would've been appreciated.
- And The Stub:** Your face, after smashing head-first into a concrete wall because of a misjudged jump.



Levels feature graphical effects out the ying-yang: lens flare, fog, trails...all kinds of next-looking stuff. In addition, courses have multiple paths to discover—some are hidden and might just help you gain a place or two.

Just when you thought it was safe to venture into your local video game retailer and see shelves devoid of futuristic gen-x hoverboard racers, TrickStyle comes along. Luckily, the game has two things going for it: Thus far it's a lot of fun to play, and second it's on the Dreamcast—so it looks better than similar games on other systems.

The premise is what you'd expect from a hipster game though: World War III comes and goes, after which a time of peace falls over the land—this creates a Utopia of sorts. Since only a handful of people actually need to work, a group of extremely bored and inventive urban youths decide to do something nutty: Surf through the cities of the world (London, New York and Tokyo) on gravity-defying

hoverboards, racing and performing stunts. These people are called Urban Surfers.

The graphics are the main feature of TrickStyle that stand out from the get-go. Even when compared to other Dreamcast titles, it's something special. It has all kinds of graphical effects. And thankfully the feel of the game matches its looks. Control is tight, races make sense and the overall progression of the game and how it's organized feels right. But it's not quite complete, so things may very well change.

The game works like most other racers: Finish first place on a particular stage, and you can move onto the next one. Now race against that area's boss. Then the next area opens up and more courses are available, and so on and so forth. Each course has a number of hidden shortcuts and alternate routes for maximum replayability. And of course you can perform tricks in each level for points—but in this version it was more for show than anything else. There are also two- to four-player race modes—although there is no online support planned.

In addition to everything else, TrickStyle features a number of challenges that take place in the game's hub area. These challenges consist of object collection, rail-sliding and other tasks. Complete one and you get a new trick in your arsenal. And finally, by playing the TrickStyle VMU mini-games, you'll get access to hoverboard upgrades in the actual game.



THE MOVES

Controlled Stylings



TrickStyle features a number of training challenges in addition to the various racing courses. All of these challenges take place inside of the Velodrome, a huge hoverboard "skate" park where the Urban Surfers hang out and pull off stunts for the adoring fans of the sport. The challenge courses act as another gameplay element of sorts, since finishing them opens up more areas. But they're also useful from a control perspective. By mastering the challenges, you master new moves that can be used in standard races, for offensive, defensive and trick point reasons. There are some 40 tricks total, which can be combined.

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PREVIEW

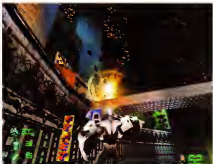
Slave Zero

Publisher:	Infogrames
Developer:	Infogrames - N. America
Players:	1-4
Genre:	Action
% Done:	80%
Release:	November 1999
Also In:	PC
Web Address:	www.infogrames.net
The Deal:	Four-player split-screen multiplayer.
The Bad:	No modem option for multiplayer.
And The Guts:	Picking up pedestrians and throwing them against buildings.



If you prefer, you can choose to play the game via a first person perspective. An absolute must when playing in Multiplayer mode.

Slave Zero has no shortages of enemies ready to strike. You'll get attacked from buildings and overpasses like this one.



GUN CONTROL

Bust a Cap



Just because you're a robot, doesn't mean you can't have style. Similar to gangsters and stylish Hong Kong action stars, your war machine holds its gun sideways like he's throwing a punch.

What? A giant robot jocking my style?



Giant robots tearing through a city sounds like an idea that just can't go wrong. Of course if that were true, we'd have seen a half decent Macross game by now. Slave Zero will try to follow through on the cool concept, and so far the pieces seem to be in place.

The game takes place in one massive city that contains huge "Slave" factories, sewers, skyscrapers and even a military base. As you'd expect, everything is in scale to how large your mech is. Cars rumble past your feet, pedestrians look like ants and buildings don't look as towering. Infogrames daims their new Ecstasy Engine enables them to create a much more immersive environment including hundreds of moving objects giving the

illusion of a bustling city. This new technology also allows for loads of animation for your mech and large background structures while maintaining 30-frames-per-second performance.

Possibly one of the most anticipated features of Slave Zero is its multiplayer mode. The game supports up to four players via splitscreen. Although initial plans called for modem support, they were canceled due to Sega's online game network being delayed 'till the beginning of next year. With the popularity of multiplayer-only titles like Unreal Tournament and Quake III on the PC, it's entirely possible that we may see an updated version of the game aimed squarely at online play for the DC. Even without the modem support, there aren't many games scheduled for Sega's system that supports four players, making Slave Zero one to watch.

For those interested, Infogrames has stated that the DC version will have a better overall frame-rate over the PC. Also planned are gameplay tweaks specifically aimed at the console audience which include precise controls and button configurations.



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Sega Dreamcast



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PREVIEW

DON'T BE A SPEED DEVIL

"Speed" is the popular name for the euphoric drugs, amphetamines. They can produce hyperactivity and irritability, as well as cardiac problems. Addiction can result in psychosis or death from overexhaustion or cardiac arrest.

Speed Devils

Publisher: Ubi Soft
Developer: Ubi Soft
Players: 1-2
Genre: Racing
% Done: 100%
Release: September 1999
Cost: None

Web Address: www.ubisoft.com

The look: Like all DC games, the graphics are gorgeous. It plays like Beetle Adventure Racing too.

The feel: It takes ages to really get anywhere with it.

And the title: Could encourage people to submit to the evil gambling monster, Gambler.



All the tracks are flipped, reversed and opened up for extra variety. There are also lighting and weather effects to spice things up.

Each race only has five contestants, but the further in you get, the tougher the other drivers get.



PC GAME FIRST

Speed Busters



Speed Devils is based on Ubi Soft's PC game Speed Busters which was released late last year. Both versions are very similar and share much of the same technology and design work. Major differences come in the multiplayer options. While the Dreamcast game allows for two-player, split-screen action (which is pretty darn fun)—the PC game supported online multiplayer gaming for up to six players. This feature didn't make it to the DC version because of the late announcement of Sega's on-line strategy. This is a factor that has affected many of the early releases on the system.

It's easy to get sucked into the whole graphics thing on the Dreamcast. Pretty much everything looks fantastic, so when you get a genre of game that invariably looks great on pretty much any system...it's easy to get sucked in. There's no denying that Speed Devil's does look pretty slick. It's yet another game that you'll be able to slap in on Sept. 9 and use to justify the hundreds of dollars you just paid out for the system and a handful of games.

Based on Ubi Soft's PC title Speed Busters, this is basically a hot-rod racing game that borrows an awful lot from classic racers like EA's recent N64 hit, Beetle Adventure Racing. It's not just the racing around that's important you see—there are other goals more important than just coming in first; like making money.

The whole thing revolves around the accumulation of the green stuff actually. You earn dough by winning races, getting fastest laps, busting through police speed traps at record-breaking speeds, or

gambling. Yep...gambling. Throughout the game you can bet huge wedges of cash against certain results. You can bet that you'll beat another guy, bet that you'll stay in the top three—or in special circumstances you can wager your car in a one-on-one race for "pinks."

All the cash doesn't accumulate just to stick in a mutual fund either. You can use it to buy new cars, or to upgrade your existing fleet (you'll accumulate a few as you go through) with better engines, tires and gadgets that will help you beat the odds.

The courses themselves are many and varied, and what adds a bit of spice to the proceedings is the fact that many feature alternate routes which you can learn to ensure you place first each time. Unlike many racers though, these shortcuts are well hidden, and are often located near some of the more spectacular "set piece" bits of scenery that are dotted around.

In years to come we'll look back and think "it's no Gran Turismo." But for now, it sure looks nice. 🚗



Speed Devils is yet another game that shows off the beautiful graphical abilities of the Dreamcast. You may be used to pop-up and polygon glitches in PlayStation and N64 racers...but you won't find that here. The images are always smooth as silk and as solid as a rock—even when the more intense special effects are used, like splashing water or smoke and flames.

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Sega Dreamcast



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PREVIEW

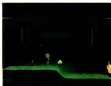


THE COOLEST GAME IN THE WORLD

Don't expect a lot of people to get (as in "understand") this game, but those who do will realize it's the coolest freakin' game they've ever seen. Write SOA right now and demand your Seaman!!!!!!

Project Seaman

Publisher:	DigiToys/Yfarium
Developer:	Yivarium
Players:	1
Genre:	Simulation
% Done:	100%
Release:	Available now (Japan)
Age Gr.	None
Web Address:	www.yivarium.co.jp
The Good:	The most unique game ever created.
The Bad:	Graphically simple.
Get The Info:	Watching the Seamen explode out of the mollusk. Poor little mollusk!



The birth process of the eight little Seamen is the wickedest thing you've ever seen. After you get the first egg to hatch into eight tiny mushroomers, you need to coerce them into snackin' range of the mollusk that's occupying the same tank as them. A few minutes after being eaten, the Seamen eat the mollusk alive from the inside and blast their way out of its lifeless husk! Yummy!!!

TALK TO THE FISH

Blue Balls




The majority of your success with Project Seaman will be directly linked to how you raise them. Raising them is different here than with most "monster-breeders" or "virtual pets." In Seaman you must talk to the little critters via the microphone that plugs into the 2nd VMU-slot on the DC controller.

What they will eventually transform into is affected by what you tell them to do, whether you tickle them a lot or if you smack 'em in the face. These things can get pretty irate if you don't monitor their tank's water temperature and oxygen content. You also need to turn off the light once in a while so they can go nappies! Freakin' awesome!

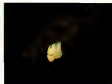
Consider this: We had Soul Calibur running off Sega's VGA box on big-ass high-resolution monitors in the office during this deadline, but where was every damn staff member (EGM, OPM, XG) in the office? Huddled around the TV where Project Seaman was playing, that's where! What the hell is Seaman you ask? Possibly the strangest game that you'll ever lay your eyes on, and possibly, one of the coolest.

At its core, Seaman is a virtual monster/pet-breeder that hypnotized just about everyone who came within 10 feet of the thing. "How's the Seaman coming along?" people would ask all day, inquiring on the status of the unhatched egg we started with. With the game being in Japanese (and the manual almost zero help), it took two days of trial and error before we finally figured it out. You start with an egg and must adjust a few things: light, water temperature and oxygen richness. Once we got the settings right, we were eventually granted eight little

"mushroomers." We then discovered that if you tap on the window, they'd follow the source of the noise. When we brought 'em near the mollusk that cohabitated the tank, the mollusk would reach out and eat them. After eating them, the mollusk began to spurt black ink, propelling itself around the tank. It soon started spewing blood, and quickly jettisoned its shell. Talk about freaky! The whole crew was mesmerized. Then, after a couple minutes of this, eight little "baby glimmen" shot out from inside the mollusk's dead body. Seamen had arrived! Literally, dozens of fists were thrust into the air and the office sounded like we had just won the World Cup. The sight of these eight little buggers had editors hugging and high-fiving, no kidding.

Once developed, in order to continue their "evolution," we had to speak to the Seamen (see sidebar) in Japanese. Interestingly, there was an English-speaking demo on display at Sega's booth this past E3. Inside word has it that Sega's trying to evaluate whether to bring this to the U.S. or not. Great news, but how do you "evaluate" something as unique as this? In any case, start writing those petitions, because I'd trade all my Pokémon and Monster Rancher gear for a U.S. version of Project Seaman. Despite all the nude jokes the name would inspire, you'd never forget it. Sega of America must absolutely localize this game for the U.S. 

Seamen don't have to turn into fish, ya know! Depending on your treatment, they could evolve into caterpillars or lizards!



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IT GIVES YOU A CHANCE TO FIGHT BRAIN HUNGRY ZOMBIES

THE HOUSE OF THE DEAD 2

Sega Dreamcast

IT IS THINKING

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new characters travel branching paths on 6 intense levels for ultimate replayability to confront over 20 kinds of mutants with hatchets, chainsaws and razor sharp teeth, check your shorts for cake. sega.com





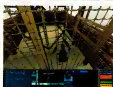
PREVIEW
GALLERY

**"Get your stinking paws off me,
you damned dirty ape!"**

-George Taylor from Planet of the Apes

Rainbow Six

After proving itself a huge hit on the PC, and also looking to be quite impressive on the PlayStation, the N64 and even the Game Boy Color, the version to really watch for is the Dreamcast incarnation. True to the PC original in just about every way possible, the **Majesco** developed port looks set to be released this **September**. Featuring all of the planning, intelligence reports and 3D action...all in glorious 60 frames per second and in high resolution—this is the way this game is meant to be seen. Unfortunately, this version won't have any multiplayer modes, since it's being rushed for 9/9/99 release.



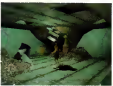
Deadly Pursuit

Deadly Pursuit is a police chase game based on the Fox Network shows nobody admits to watching, but everybody seems to know about. You're a cop and you like to drive fast. Real fast. Chase down drug addicts and wife beaters in over 75 missions with your partner against crime. After a long hard day, watch your accomplishments via the "O.J. Simpson" heli-cam view. **Fox Interactive** will release Deadly Pursuit in **Q3 2000**.



Planet of the Apes

If you've seen the movie version of *Planet of the Apes*, then you know the basic story behind the **Fox Interactive** and **Visiware Studios** Planet of the Apes game. Slated for release in the **first half of 2000**, this expansive action-adventure features Ulysses, the human protagonist, fighting against the oppressive apes in an upside-down world where primates rule. The game stars Dr. Zaius, Zira and others from the film.





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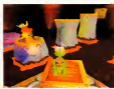


The official Star Wars Web Site: www.starwars.com



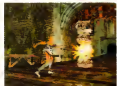
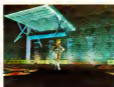
Croc

Fox Interactive's wily action platform star Croc is headed to Dreamcast in the **second quarter of 2000**. The game will be based on Croc 2, but feature additional levels not present in that game (you could call it Croc 2 1/2, maybe). As Croc goes on a search for his lost parents, he discovers that his old archenemy, Baron Dante, has been resurrected by the Dantinis and is up to his evil ways again. It's up to you to run, jump, climb and tail swing your way through over 40 levels to stop him.



Castlevania: Resurrection

For your viewing pleasure: more screens of **Konami Computer Entertainment America's** upcoming DC Castlevania game.



F1 World Grand Prix (tentative title)

Word on the street is, all the flaws that hampered F1 for the N64 will be fixed for this DC release. The most notable upgrade is a healthy speed boost. Sources say the game already runs at a consistent 60 frames per second. Take the speed and mix it up with 16 tracks, licensed drivers and teams, and the formula is set for a killer F1 sim. Developer **Paradigm** and publisher **Video System** plan on releasing F1 WGP this winter.

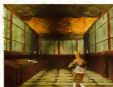
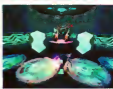


CROC TV

Steve Irwin, host of *Crocodile Hunter* (seen on *Animal Planet*), frequently gets up close to wild crocodiles and other animals...he's a freak!

Dronez

Paris-based **Zetha gameZ** is developing this futuristic sports title for the Dreamcast. With a very *Trem*-like feel, the game takes place on small platforms floating on air. Players jump from platform to platform in an attempt to defeat each other with bolts of light as their projectiles. Dronez is being prepared for release on the Dreamcast in the **year 2000**, although no publisher has signed on yet.



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Sega Dreamcast

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Dead Or Alive 2

After a short residency in Japanese arcades, *Dead Or Alive 2* on Sega's Naomi hardware will come home to the Dreamcast. The screenshots below are all real-time renders that easily rival *Soul Calibur*'s graphical intensity. You already know that the game moves at 60 fps, has new characters, big bosoms and huge playing fields (check out that waterfall!). **Techno** has not yet announced a solid release date for *DoA2*.



Pop'n Music 2

Konami recently created the rhythm and dance genre and became the undisputed king of pop. With everything from *Beatmania* to *Guitar Freaks* under their belt, Konami gets ready to release the sequel to *Pop'n Music* in **September**. While the game sports a more lighthearted aesthetic, the general *Beatmania* gameplay remains. *Pop'n Music 2* is compatible with Konami's *Pop'n Music* Dreamcast controller.



Dancing Blade Complete Edition

The recent "Yarudora" series (from Sony Japan) has paved the way for **Konami** to develop their own interactive anime game. *Dancing Blade* is the second game to come out of **KCET**, the development house responsible for *Metal Gear Solid*. All of *Dancing Blade*'s FMV was done by Kyoto Animation under the principle character designs of Takemoto Yasuhiro. *Dancing Blade* is set for release in **September**.



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Sega Dreamcast



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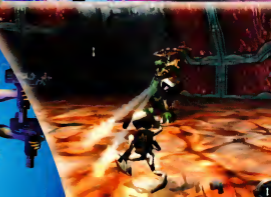
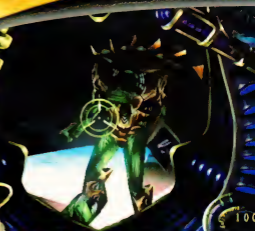
- Play as 3 heroes, each offering a different gameplay experience:

Max - Blast aliens with 4 different weapons simultaneously.

Dr. Hawkins - Solve puzzles to create deadly weaponry.

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PREVIEW

WWF Wrestlemania 2000

Publisher:	THQ
Developer:	Asmik/AKI
Players:	1-4
Genre:	Wrestling
% Done:	60%
Release:	November 1999
Arch. No.:	PS, GBC
Web Address:	www.thq.com
The Good:	Utilizes a pumped-up version of Asmik/AKI's WCW/nWo Revenge engine.
The Bad:	Wrestler likenesses aren't quite as accurate as previous WWF titles for N64.
And The Why:	"First Blood" rules.



In the Royal Rumble, you can compete against a gauntlet of up to 40 WWF superstars.

Authentic ring music and "Titantron" clips really pump up the prematch drama.



CREATE-A-WRESTLER

Jabroni Factory



Like any wrestling game worth its salt these days, *Wrestlemania 2000* has a Create-a-Wrestler mode that lets you create your own mat monsters.

While altering your creation's appearance is nothing new, the game also allows you to define his taunts, mannerisms and temperament. Want to create a Hulk Hogan-like grappler that seemingly becomes impervious to pain after being pushed too far? Not a problem.

For casual wrestling fans who don't necessarily know what every move in the book is called, the developers also included a unique feature that shows each move being performed. For certain moves, there's even a training dummy opponent.

WWF fans, can you smell what THQ and Asmik/AKI are cooking? Yup, it's the second World Wrestling Federation title for the N64 this year. Oh, the joys of license swapping.

Wrestlemania 2000 employs a modified version of developer Asmik/AKI's excellent WCW Revenge engine. The two games look and play almost identically; however, *Wrestlemania 2000* has a number of cool new additions.

Foremost among these is a brand-new Create-A-Wrestler Mode. While both WWF War Zone and WWF Attitude both had similar modes, *Wrestlemania 2000* adds a whole new dimension to this key feature; not only can you customize your wrestler's appearance and move set, you can also pick his or her own unique taunts, mannerisms and temperament. (See sidebar.)

The game includes another feature WWF fans have come to expect: cage matches. As in War Zone and Attitude, your objective in *Wrestlemania 2000*'s cage matches is to escape the hellish cell before your opponent. While this mode isn't far enough along to report exactly how this play mechanic will work, it's highly likely that it will be similar to the cage

matches found in War Zone and Attitude's cages. If you tried to escape prematurely in those two games, your foe would rattle the cage, causing you to plummet to the mat. Accordingly, you had to beat him until he was virtually unconscious before making your fateful climb.

Asmik/AKI has made one key change to the Hell-in-a-Cell Matches; they opted to make the foreground section of the cage transparent rather than raising the camera perspective—a good strategy, in our opinion.

Also included in the game are two other trademark WWF match types: First Blood and Triangle. In a First-Blood Match, as the name implies, the first wrestler to bleed loses. In a Triangle Match, the first grappler to score a pinfall, submission or TKO over either opponent wins. In other words, it's not a last-man-standing situation, so you've got to beat the others to the punch.

According to THQ, the finished game will include more than 50 WWF Superstars, including an entire (albeit small) Women's Division. Don't count on seeing Sable, however; Rena Merz's (a.k.a. Sable's) much-publicized lawsuit against Titan Sports makes any appearance by the silicon-enhanced femme fatale a serious no-no.

Each wrestler boasts enhanced digital skins, greatly reducing the polygon tearing seen in WCW Revenge. (While it wasn't terribly severe, the tearing



The Rock taunts Undertaker with his best Karate Kid impersonation, giving his Attitude Meter a boost in the process.



Rest in Peace, Mr. Ass. Each grappler's move set is accurate down to his or her unique pinfall attempt.

The goal in a *Wrestlemania 2000* cage match is the same as it was in *WWF War Zone* and *Attitude*—to escape before your opponent does.



was a minor distraction.)

Improved animation allows the wrestlers to move about the ring in a more realistic manner, particularly when walking laterally or backward. Instead of sliding about like Gumby or "moon-walking" like Michael Jackson, they now take actual sidesteps and backward steps.

Asmik/AKI also added a whole slew of new reversals, grapples, top-rope maneuvers and team-up moves, including assisted piledrivers.

For rather inexplicable reasons, the developer also changed the way wrestlers haul their opponents off the canvas. While this used to be accomplished with a touch of the R Button, you now have to tap the button twice. A single tap will put your opponent in a seated or down-on-all-fours position, from which you can perform a number of submission-type moves, such as chin locks or camel clutches. While this really doesn't affect gameplay, it does illustrate Asmik/AKI's nearly absurd attention to detail.

Like Acclaim, THQ has managed to squeeze digitized versions of each Superstar's ring music into the game. Although a bit scratchy sounding, the digitized music is still preferable to the synthesized MIDI versions heard in previous wrestling games.

Wrestlemania 2000 also includes the WWF's trademark Titantron video screen, which simulates each wrestler's entrance videos by cleverly alternating still images. (Apparently, compressing

the actual clips would have taken up too much space.) While they're REALLY pixelated and blurry, they do add to the game's arena atmosphere.

Speaking of arenas, the game has the sets from the WWF's two weekly television programs, *Raw is War* and *Sunday Night Heat*, in addition to five pay-per-view arenas: Royal Rumble, King of the Ring, Survivor Series, Summer Slam and the granddaddy of them all—*Wrestlemania*.

Even though Acclaim produced scores of great World Wrestling Federation titles throughout the 1980s and 1990s, *Wrestlemania 2000* demonstrates that THQ is well-equipped to take the world's strongest wrestling license well into the next century. 🐾





PREVIEW

BLAST FROM THE PAST

Remember when this was considered cutting-edge football on a home system? Yes it's Madden Football '91 for the Sega Genesis. While a fine game in its time, thankfully technology marches on.

NFL Quarterback Club 2000

- Publisher:** Acclaim
- Developer:** Acclaim Studios-Austin
- Players:** 1-4
- Genre:** Sports
- % Best:** 90%
- Release:** August 1999
- Also On:** DC
- Web Address:** www.acclaim.net
- The Good:** In an attempt to make it more interactive, things that used to be automatic, like catching, are now user-controlled.
- The Bad:** While more interactivity is nice, poor implementation could hurt gameplay.
- The Why:** The low res mode



Overall, *QB Club 2000* is not dramatically different than last year. Basic improvements include tweaks to the famed *Quadrant* engine, more animation and a greater emphasis on sim gameplay. No more running your quarterback for 20 yards a pop either. Much of the cheap stuff has been doosed. We can only hope the final AI is as impressive as the graphics.

RESOLUTION

High vs. Low



Ultra-High Resolution



Low Resolution

As you can see, there's a dramatic difference between "ultra-high" and low resolution. Acclaim thought it would be nice to include four settings plus the option to remove fluff graphics. The reason for this? Extra polygons means a slower frame-rate. That said, even in Ultra-high res, the game moves at a respectable 30 fps. But crank it down to low and you'll witness some of the smoothest animation around (players resemble Frankenstein though).

QB Club has been battling its "all-show-and-no-go image" since the day it was released. While jaw-dropping beauty is nice, it won't keep gamers glued to the set. Knowing this, Iguana (now Acclaim Studios-Austin) has once again taken steps to tighten up the AI.

Signing on Charlie Wells, offensive coordinator for the New York Jets, for the second year was just the start. Breaking down the roles of each player in hundreds of situations was another task tackled by programmers. After all, soft coverage in the backfield was one of the more troubling problems plaguing *QB Club '99*. In addition, more emphasis has been placed on user-controlled gameplay. Whereas most football games feature automatic catching, *QB Club 2000* will not. Options for shortening routes, coming back for the ball (aka Pin Point Passing) and simply turning around for a

pass are key new features. Timing a receiver's jump is tricky, but if done right, it's usually successful. In the name of realistic play, the game will no longer have turbo. It's all done with analog control now. The degree of the stick relates to the speed the player will run. A cool new move which amounts to nothing more than quickly stopping your player can be combined with a juke move for an impressive maneuver. Get it right and would-be tacklers miss every time.

To make those missed-tackles look real, two-man motion capture was used. What's this you say? Basically four or five players from the N.Y. Jets were filmed tackling each other. The results are more realistic than those used in the past. In all, 1200 new animations including goofy player-controlled taunts are in the game.

What else can you expect? Well, don't expect European clubs. They've been tossed out in favor of more historic teams. Create-a-player and -team are deeper with detail as are team management capabilities (does anyone really use that?).

The bottom line? All the options and features in the world won't help if there's no gameplay or AI. Quarterback Club could easily rest on its laurels in the graphics department but the AI had better be ramped-up if it wants to compete with the almighty Madden NFL Football 2000. 🏈



Once again *QB Club* looks great, but can it impress with its AI as well? It seems shaky. Hopefully last-minute tweaks will pay off.



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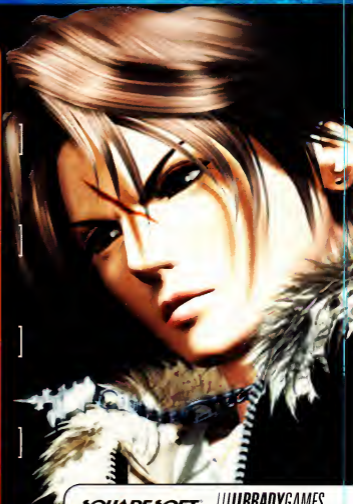
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PREVIEW

80 Years of combined gaming experience possessed by the developers at Sucker Punch.

Sprocket

- Publisher:** Ubi Soft
- Developer:** Sucker Punch Prod.
- Players:** 1
- Genre:** Action/Adventure
- % Done:** 85%
- Release:** November 1999
- Max Co.:** None
- Web Address:** www.ubisoft.com
- The Good:** Unconventional play mechanics and mission objectives.
- The Bad:** Levels are a bit under-populated.
- And The Tally:** Losing a game of tic-tac-toe to a chicken with an attitude.



One mission objective requires you to design and test your own roller coaster, which must pass through a number of points in the proper order.



Sprocket can use a trajectory arch to hurl objects such as this screw with pinpoint accuracy.

MINI-GAMES

Ball Toss

Sprocket is filled with a number of amusing mini-games, which require the player to toss balls into the mouths of the Mount Rushmore presidents, knock over stuffed cats, and play tic-tac-toe against a trash-talkin' chicken, among others.



Extra-galactic amusement park Whoopie World is in trouble. Big trouble. Tomorrow is opening day, and second-banana mascot Jo Jo the Raccoon has gone nuts, vowing to wreck the park and expose the much-loved mascot Whoopie the Walrus for the airhead he is. As Sprocket, toy robot of the park's creator, it's up to you to foil Jo Jo's plans and save Whoopie World.

Kind of like Sony's recent *Age of Mysteria*, Sprocket relies more on inventive play mechanics and level design rather than awe-inspiring graphics to distinguish itself from the pack.

You play as a funky unicycle-lookin' robot with the power to seize objects in its tractor beam and hurl them anywhere it pleases. Every item in the game has a realistic mass, weight and volume, while a superb physics engine lets them bounce, tumble and topple with uncanny realism. This is important because many mission objectives and mini-games

require you to toss objects with pin-point accuracy.

Another cool thing about Sprocket is that it eschews many of the "sacred cows" of the action/adventure genre; you don't have to mow down hundreds upon hundreds of mindless enemies or plummet to your death countless times. Rather, the player must complete a number of inventive mission objectives, such as designing and testing a roller coaster, to advance through the game's seven worlds.

Each level has its own unique vehicle, including chariots, go-karts and boats. There's even a robotic porpoise. Each vehicle accelerates, turns and jumps with surprising realism and must be used to solve mini-puzzles rather than simply getting from point A to point B.

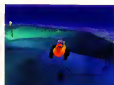
In addition to hurling objects with his tractor beam, Sprocket can also swing from high handles, posts and outcroppings. Collect enough pick-ups and Sprocket's creator, Dr. Gavin, will even reward you with an extra ability or two.

While developer Sucker Punch has been around less than two years, the company's staff reportedly has more than 80 combined years of experience in video games. What's more, Sprocket boasts character and level designs by Peter Chan (formerly of LucasArts) and Dev Madan (of DC Comics fame).

In short, this is one bunch we're sure to be hearing lots about in the future. 



In addition to hurling objects at enemies, Sprocket can use his tractor beam to swing from handles, posts and outcroppings.





GOEMON'S GREAT ADVENTURE

EVERYONE
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ESRB



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CYBER DALE DEMOLITION CO.
BLAST ZONE, NEXT 500 MILES.





PREVIEW

Destruction Derby 64

Publisher: THQ
Developer: Looking Glass Studios
Players: 1-4
Genre: Action
% Done: 90%
Release: November 1999
Also On: None

Web Address: www.thq.com

The Good: Different multiplayer modes and lots of available cars.

The Bad: Blurry textures and a low frame-rate tend to strain the eyes.

And The Hope: Your car after about 30 seconds in a deathmatch arena.



Hidden (and obvious) shortcuts save time and give you some clear road to maneuver. But what are you going to do with clear road in a game called Destruction Derby?



MULTIPLAYER

Da Bomb



Along with Capture the Flag, Destruction Derby 64 features a multiplayer mode called "Bomb Tag." The action starts in the deathmatch arenas with one vehicle assigned the bomb. That player must then get rid of the bomb by (how else?) colliding into another car. After about 45 seconds, the bomb goes off and the unfortunate soul who has it last gets an explosive reward. Naturally you want to be the last person standing, however, you can't avoid the action and still emerge victorious. Points are awarded on the basis of how much time you spend carrying the bomb (last one standing gets a 50-point bonus) and are totaled after three rounds, so it pays to be brave!

The original Destruction Derby offered PlayStation gamers a fresh spin on a tired racing genre. Instead of completing laps faster than your opponents, your goal was to do as much damage to other cars as possible, racking up points that were dependent on the severity of the impact and how many checkpoints you cross. The game sold like gangbusters, as did its subsequent sequel. Now, courtesy of Looking Glass Studios and THQ, Destruction Derby has finally made its way to the Nintendo 64.

The game has a total of seven modes: World Championship, Arcade, Time Trial and Multiplayer. As expected, Destruction Derby 64 has a variety of multiplayer modes (Bomb Tag, Capture the Flag, Destruction Race and Deathmatch)—up to four people can partake in the carnage. Players can choose from 24 different cars, some are immediately available, while others are unlocked by finishing the various modes. Each car has its own strength

attributes. For example, a car may be able to dish out more damage from the front, but the side may be more susceptible to oncoming traffic. As the race goes on, the car begins to show the effects of the crushing hits with dents in the chassis and smoke emerging from the engine. There are 12 courses in all, four of which are deathmatch-type arenas. The soundtrack consists of generic techno beats, and the announcer jumps in with quirky comments such as "Get the jaws of life!" or "Can't we all just get along?" Fortunately, he isn't used in excess and doesn't get on the nerves.

At this point, the graphics are less than impressive. At first glance you could mistake it for a PlayStation game—the blurry, low-res textures lack detail and the frame-rate could use a little help. The situation worsens in the multiplayer modes; all of the above problems are accentuated and very noticeable. On the positive side, there is absolutely no pop-up, nor is there any fog (no fog in an N64 racer? We couldn't believe it either). Overall, Destruction Derby 64 is definitely not a showcase of the graphical capabilities of the N64, but it looks like it will faithfully reproduce the gameplay that made it famous on the PlayStation.

Destruction Derby 64 is nearing completion and will be on store shelves this November, finally giving Nintendo 64 gamers a chance to see what all the fuss was about.



Note the spilly sunlight and headlight effects above, and the just-as-spilly smoke and fire below.





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Destruction Derby 64



The Destruction Derby series has been a staple of the racing genre for years, and now it's back on the N64. Destruction Derby 64 is a fast-paced, action-packed racing game that features a variety of tracks and cars. The game is designed to be a fun and challenging experience for players of all ages. It's a great way to spend some time with your friends and family. Destruction Derby 64 is a must-have for any N64 collector.



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Spider-Man gained his amazing powers when an overly friendly radioactive spider bit him? Good thing for Peter Parker the spider that gave him a nip wasn't as big as the alien versions found in *Armorines*, as they would've bitten his head clean off. Poor Mary Jane.



PREVIEW

Armorines: Project S.W.A.R.M.

Publisher:	Acclaim
Developer:	Acclaim Studios-London
Players:	1-4
Genre:	Action/Adventure
% Done:	40%
Release:	January 2000
Age Re:	PS
Web Address:	www.acclaim.net
The Good:	Blowing up a bunch of giant, killer bugs—that's always fun.
The Bad:	Uninspired graphics... but it is only 40% done after all.
And The Ugly:	Remember the graphic carnage in <i>Starship Troopers</i> ? It was cool-looking and all but it was really UG-ly.



Before certain levels, you jump into your flying transport for some *Fox Metal Jacket* mini-gunner action. Not only does it allow you to waste some bugs, it doubles as a way to get familiar with a particular level. Once you're done with the airborne action, jump on down for some ground attacks.



GAMEPLAY FACTS

Bugs = Bad



It's quite simple actually: Don't kill the humans in *Armorines*. Bugs are the enemy. So what does this non-violent behavior toward fellow humans gain you? Well, besides simply being good human-to-human etiquette, it's also crucial to objective completion in Egypt. In certain levels it's your job to protect humans from bugs. Save enough humans, and the objective is complete.

If you come across a fallen human—one not killed by your own hands, that is—stick around and wait for a giant bug to wander by. Chances are the bug will pick up the carcass and take it back to the insect lair. Follow the bug, and another objective is complete. Now go inside and get killin'.


With insects outnumbering humans 200 million to one, it's no wonder we have some inferiority issues with our little exoskeletal friends. But instead of donning the heaviest pair of combat boots you can find for some hardcore bug stomping, why not just play *Armorines* when it hits early next year?

In this first-person shooter, Acclaim Studios-London has taken some technological parts of *Turok 2* and *Forsaken* and turned them into a bug-exploding, earth-saving adventure. See, some pods have come down to Earth, and before anyone knows it, there are these huge spider/beetle-things running around eating people and destroying stuff. Time passes, more stuff is ravaged and more aliens come.



Just when all was thought lost, an elite military force comes to the rescue with the help of an advanced armor—hence the name *Armorines*.

Players control either Private Myra Lane or Private Tony Lewis through 20 insect-filled levels (five themed worlds, four levels per world). The bugs are plentiful and quite intelligent—or at least will be, according to Howard Perlman, associate producer at Acclaim. As you'd expect, there are a variety of *Starship Troopers*-inspired insect types—some bigger and badder than others, as well as huge boss creatures. But in this rather early version of the game, many of these "diabolically clever" insects didn't do much. No doubt they will closer to the game's release.

No first-person shooter would be complete without a four-player mode, and in this respect *Armorines* is not lacking. The four-player battle arenas are taken from the boss levels of the game, and pit two to four players in an all-out frag-fest. Unlike most multiplayer-enhanced titles however, *Armorines* also features a co-op mode—the details of which are still unclear. The game will also have a wide range of other multiplayer modes, including a two-player deathmatch with your bug pals, a king of the hill mode where one player defends a specific area, and bomb tag where a player marked "It" with some explosives tries to pass them off to someone else before the timer runs out. 





PREVIEW

THIS MONTH IN...

...the Get Some! section, we cover all kinds of action figures. Although none of them are especially cutesy and nice like the toys found in Toy Story. Check it out on page 254.

Toy Story 2

Publisher:	Activision
Developer:	Disney Interactive
Players:	1
Genre:	Action
% Done:	50%
Release:	November 1999
Play On:	PS, GBC
Web Address:	www.activision.com
The Good:	When you're running around the house, the proportions really do make you feel tiny.
The Bad:	Another third-person action/adventure platformer.
And The Why:	The fresh-looking humans from the first Toy Story.



Above Middle: In the "sniper mode" Buzz Lightyear's reflection shows off so slightly on the inside of his helmet. **Left:** Buzz can meet up with many of the characters from the movie. Most of them ask Buzz to complete some sort of task for a special power-up or other reward.

MOVIE NEWS

Pixar Pics



The movie version of *TS2* from Disney Pictures and Pixar Studios is coming our way on Thanksgiving Day. In the sequel, Andy goes off to summer camp and leaves all of his toys back home. While he's away, an obsessive toy collector kidnaps Woody. So the rest of Andy's toys—Buzz and all of the familiars from the first film—take on the task of rescuing Woody from a life inside of a display case somewhere. Action and adventure ensue.

www.toystory2.com
www.pixar.com


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Kids and adults alike enjoyed the first Toy Story movie, with its brilliantly rendered characters and lifelike animation. Now a second feature-length Toy Story flick is on the way, and so is a game by the same name. Toy Story 2 is a third-person free-ranging platform game much in the same vein as Banjo-Kazooie. As Buzz Lightyear, you must save Woody from an overzealous toy collector. There is also the evil Zurg (Buzz Lightyear's archnemesis) to contend with on the toy-sized level, along with his band of henchbots. Basically, you work your way through levels destroying enemy robots, collecting icons and taking on various tasks. Overall, there's around 10 movie-inspired levels, filled with this sort of gameplay. The

first level, which starts inside of the house from the movie, really makes you feel like a toy roaming around an empty house. Everything is proportioned properly, and there are plenty of areas to explore—from the top floor all the way down to the basement.

Many of the characters from the original film are in the game as well. When Buzz meets up with them, they often have some sort of task for him to complete. For example, some of your toy pals will have you retrieve a lost object for them in return for a power-up, while others will challenge you to a race or some other activity. Either way, Buzz is rewarded for his hard work.

Buzz has all kinds of moves (just like he does in the movie), which are either learned by reading the info found inside little floating alphabet blocks or within a level. Once activated, these "toy accessory" moves—like double-jumping, grappling and flying—can be linked together for access to unreachable or hidden areas. Of course, Buzz has various offensive tactics to take out enemies with. These include his arm laser and torso spin.

Most of the enemies are robotic and either fly or bounce around. Players can simply shoot them while running around, or go into "sniper mode." By killing enemies, players receive collectibles—the more collectibles, the more free lives you get. There will also be five main bosses in the finished game, with Zurg being the final boss. 



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EVERETT
E
ESRB



PREVIEW

38 The number of authentic fighters in the PlayStation version of Knockout Kings.

Knockout Kings 2000

Publisher:	Electronic Arts
Developer:	Black Ops
Players:	1-2
Genre:	Sports
% Beat:	90%
Release:	September 1999
Play On:	PS
Web Address:	www.easports.com
The Hook:	25+ authentic fighters with changing facial expressions and damage.
The Bad:	Far less flashy than Midway's Ready 2 Rumble.
And The Guts:	King Kong Bundy look-alike Butterbean.



Rapidly wiggling the joystick helps you beat the count in *Knockout Kings 2000*. It's the same principle as the button mashing in *Ready 2 Rumble*.



AUTHENTIC BOXERS

Tough Guys



Included in the game:
 Muhammad Ali
 Evander Holyfield
 Oscar De La Hoya
 "Sugar" Ray Leonard
 "Marvelous" Marvin Hagler
 Larry Holmes
 "Smoking" Joe Frazier
 Roberto Duran
 Leon Spinks
 ...and 16 others

If that weren't enough, you can create your own fighters, although the limited textures prevent you from getting too outlandish.



Aside from Nintendo's lighthearted *Punch-Out!!* series, professional boxing is one sport that has been sorely under-represented in console gaming, which is strange, given the huge success of two closely related genres, pro wrestling and fighting.

The forthcoming release of Midway's ultra-addictive *Ready 2 Rumble* goes a long way to remedy the situation; however, true fans of the "sweet science" probably should check out EA Sports' *Knockout Kings 2000*.

The first decent boxing game in ages, last year's *Knockout Kings* for the PlayStation was criticized nonetheless for its so-so graphics and slow-as-molasses gameplay. Fortunately, the first N64 installment of the series seems to correct both shortcomings.

In addition to an arcade-style *Sluggfest Mode*, the game has a *Career Mode* that lets you guide one of

25 real-world pugilists through the pro ranks all the way to the world championship. You can even create your own custom fighter.

The game's greatest appeal, however, is the ability to pit past greats like Muhammad Ali against today's superstars, such as Evander Holyfield and Lennox Lewis.

While it is a true boxing simulation, *Knockout Kings 2000* does make a few concessions to compete with flashier games such as *Ready 2 Rumble*; after charging your fighter's punch meter, you can release a motion-blurred haymaker that sometimes makes your foe do a backflip before hitting the canvas. While this is a small concession, it undoubtedly will make a few boxing purists cringe.

On the plus side, a wealth of options lets you customize the action to your liking. If you're just learning the game, you can assign all punches and defensive moves to a single button, or you can simply remap the controls to make blocking or unloading your power punches a bit easier. In addition to the traditional side view, there's also a vastly superior *Punch-Out!!*-style, over-the-shoulder view. (We don't know why it's not the default.) While it doesn't have much of an impact on offense, this view makes it much easier to spot and dodge your opponent's punches.

If you're bored by all the lookalike fighters out there, this one's worth a gander. 🐝



The game's *Punch-Out!!*-style, over-the-shoulder view helps you float like a butterfly and sting like a bee.



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Zelda Gaiden

Yes! Here they are, folks—the very first screens of *Zelda Gaiden*, the tentative title of next year's *Zelda*: *Ocarina of Time* spin-off from **Nintendo**. For those of you who aren't fluent in Japanese, *Gaiden* means "side story," and that's precisely what this is. No major details have been revealed yet on *Zelda Gaiden*, but the game will be shown in playable form at the Nintendo Space World show in Japan in a few weeks, so we expect to have lots of new info soon (be sure to check back next issue).

From these screenshots alone, we can see that Link will be able to ride Epona in his "young" form (in fact, it's been rumored that the whole game will revolve around young Link), and the game graphics seem to be a bit more vibrant and colorful this time around. There's also a new on-screen indicator at the bottom center of the screen that seems to be some kind of sun dial. Obviously, time will once again play a key role in the game.

This is all very exciting indeed, but perhaps the best news about *Zelda Gaiden* is that it's no longer slated to be released as a 64DD "add-on." If you remember, Mr. Miyamoto stated over two years ago that a companion disk for *Zelda 64* would be released for the 64DD, but due to the game's enormous success, as well as the fact that the 64DD is pretty much dead, the game will instead be released on cartridge.

This, coupled with the fact that Nintendo of America recently ran screenshots on their Web site (www.nintendo.com) pretty much confirms that *Zelda Gaiden* is eventually coming to America. Woo-hool! Start saving your Rupees...



NBA Jam 2000

Acclaim wants to make it clear—*Jam 2000* is two games in one. The *Jam Mode* is a fast-paced, two-on-two contest featuring larger players, 50 different dunk animations plus wacky effects—sparks, fire balls and smoke. On the other side, serious basketball is played with highly detailed smaller players on beautiful 3D courts. Signature players come equipped with trademark moves—Shaq's back-in, Stockton's pick and roll, etc. This *Acclaim* title is due to hit the shelves in **November**.



NBA Live 2000

Rather than porting *Live 99* (PS) to the N64, **EA** has hired developer **NuFX** to create both the PS and N64 2000 offerings. Awesome graphic detail and unique game modes are found in both. Forging new ground, facial animation will be accompanied by speech for the first time. A new arcade mode features monster slams, a playground setting and "jam-like" fire effects. Look for *NBA Live 2000* this **Fall**.



Castlevania: Special Edition

Konami's Castlevania: SE uses the same engine as the original N64 game, but takes place years earlier and stars a werewolf named Kohnel (who was cut from the first game midway through development). Aside from some minor enhancements, it's looking a lot like the original (even some of the stages are the same). Whether or not that's a good thing depends on if you liked the original or not. Watch for C: SE in **October**.



Jet Force Gemini

A few weeks back, **Nintendo** showed us the newest revision of **Rare's** upcoming N64 title, Jet Force Gemini. Something that was obvious from the beginning was the character redesign. While Lupo (the dog) is basically the same, the other characters have undergone some cosmetic changes for the better. Vela, the girl, has received a more mature look, which, by current standards, still looks "youngish." Juno, the main character, has ditched the red boxer-shorts for a blue-gray metallic pair of pants. Scheduled to release in **September**, JFG is basically a 3D-shooter that looks a lot like a futuristic Zelda. Offering a combination of Turok and GoldenEye controls, JFG will appeal to many gamers of all makes and sizes. The sleeper hit of '99?



At 9:00 pm, an armed male attacked Doris on a New York City subway. She has never been the same since. . .



PREVIEW
GALLERY

1,458

Number of yards Barry Sanders needs to break Walter Payton's all-time rushing record of 16,726. Barry, please come back!



Madden NFL 2000

It's impossible not to be impressed with this game. Even better, it plays every bit as good as it looks. Beyond killer animation, great play-by-play and tremendous AI, it's really fast. New play modes include the Madden Challenge, a checklist of tasks (yards gained, trivia, etc.) to achieve in a season's time. Complete the challenge to open more stadiums and historic teams. Madden NFL 2000 is available **now**.



Mario Party 2

We're bursting with anticipation for **Nintendo's** Space World event; along with *Zelda Gaiden* and *Mother 3*, Nintendo will also be previewing the follow-up to one of *EGM's* favorite four-player games ever, *Mario Party 2*. Although details about the game are still vague, you can expect *Mario Party 2* to have loads of new mini-games, extra characters, and the same addictive qualities as its predecessor. Developer **Nintendo** definitely has the knack for maintaining that party atmosphere (if you've played *Bombberman* on the Saturn, you know what we're talking about). As always, more detail next issue after we slave over the first all-public Space World ever!



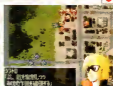
Mother 3

First shown by **Nintendo** more than two years ago as a 64DD title, *Mother 3* (the sequel to the wacky SNES RPG, *Earthbound*) is finally back on the scene. The game is expected to be playable for the first time at Space World, and it should be out in Japan before the end of the year, as a cart. Game details are pretty slim at this point—originally the developers wanted to exploit the 64DD's writability features, but that's pretty much impossible now that it's a cart. We should have plenty of info for you next month when news freak Chris Johnston returns from Space World. *Mother 3* will be released in the U.S. sometime **next year** (probably as "Earthbound 64").



Super Robot Wars 64

One of Japan's biggest game franchises is heading to the N64. **Banpresto's** *Super Robot Wars* for the N64 will be similar with previous installments of the game: turn-based, strategy role-playing, and liberal in how it combines heroes and villains from a wide array of modern and classical anime. The N64 version will also have GBC compatibility to take your favorite robots on the road. *SRW64* is due in **October**.



Custom Robo

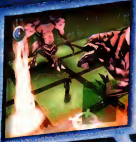
Like its name suggests, *Custom Robo* allows you to equip your "Robo" to suit your particular style. **Noise's** conception of the game bears a striking resemblance to *Virtua On*—you're trapped in an arena with an opponent, last man standing, wins. There are also elements of growth in *Custom Robo*. You can get new combat skills by beating enemies and acquiring points. *Custom Robo* should be out **this fall** from **Nintendo**.



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PREVIEW

Legend of Mana

Publisher:	Square Soft
Developer:	Square Soft
Players:	1-2
Genre:	Action/RPG
% Done:	100%
Release:	Now-Japan
Also On:	None
Web Address:	www.square.co.jp
The Good:	It's an excellent sequel to a classic action/RPG.
The Bad:	Character animations are rather limited.
And The Dub:	It won't be out in the U.S. until sometime next year.



The towns you visit are all arranged by you, the master architect.



MULTIPLAYER

Party Of 3



One of the best things about Legend of Mana that was carried over from the SNES Secret of Mana is the ability to play cooperatively. Since you can have up to three members in your party at any time, a second game can control your partner while the computer will control your pet (if you have one) during battle.

This keeps Legend of Mana from being the solitary experience that role-playing games can often be. Since LoM consists of a lot of continuous fight scenes, it can be pretty handy having an extra hand to help out, especially during boss battles. Legend of Mana is also compatible with the PocketStation, although it's not known if the U.S. release will feature this or not.

The Seiken Densetsu (Holy Sword Legend) series is one of the most revered action/RPG sagas ever released in Japan. While chapter one was released in the U.S. as Final Fantasy Adventure for the Game Boy, Square released the Super NES sequel under a different moniker in the States—Secret of Mana. Later there was a second Super Famicom Mana game (Seiken Densetsu 3) that never made it to the U.S., much to the chagrin of many SoM fans. Now, four years later, the fourth installment of the series—Seiken Densetsu: Legend of Mana—has finally arrived for the PlayStation, and this time it's headed for America as well. This time around, Square Soft has jettisoned the 3D pomp and circumstance of games like Final Fantasy VIII, instead opting to go with a gorgeous hand-drawn approach that invokes comparisons to Lewis Carroll's *Alice in Wonderland* books. Although stylistically different, this game most closely resembles Square's other recent Japanese hit sequel, *SaGa Frontier 2*.

After the dreamy opening sequence, which is supported by the beautiful Legend of Mana theme song (sung in Chinese, just like "Eyes on Me" from Final Fantasy VIII), you select either a male or a

female lead character. It is up to you to choose his or her names, and once that's done, your character will wake up in their bedroom, at which point you start your adventure. A quick look around your house will let you familiarize yourself with the controls and the game's unique style, as well as introduce you to some of the game's most helpful NPCs.

In Legend of Mana, you are free to wander about the many towns that you not only encounter, but "build" as well. By building mana, you will slowly but surely unlock numerous towns and locales that you can place on compatible spaces on a blank map. This system is called "Landmake," and due to its customization qualities, it basically guarantees that every gamer will have his or her own unique LoM world.

Once you've placed your first town, you can then begin travelling. As you travel, you will not only discover new items, but additional party members as well. Among the many characters you'll be able to find (and use) are Nikita the rabbit, Ruri the swordsman, Shinjūjime the pearl princess and Escade the warrior.

Each town or area you build has tons of items for you to find, plenty of enemies to defeat and usually a large boss to kill. In this way, every locality in the game becomes a small episode, or short story, which, when complete, is documented by Saboten-kun ("Little Cactus"), a young cactus who lives in your bedroom (Milky has one of these...).



The Tree is one of seven gods you must find (far left), while Saboten-kun (left) will record your adventures in story form.

"The gorgeous, hand-drawn approach draws comparisons to Lewis Carroll's *Alice in Wonderland* books."

During the course of your explorations you will eventually come across egg-like creatures who can potentially become your pets. All sorts of "eggs" can be found walking around: Bird eggs, puppy eggs, kitten eggs, etc. In order to catch these eggs, you must first entice them with the proper offering. Fruits, vegetables, meat and insects are among the delicacies on the menu. By dropping the proper food on the ground, you can tell whether or not it is the right food if the egg eats it or refuses it. If you don't have the right stuff, you ain't catchin' the egg. If you do catch it, a Pelican will come from the Post Office, pick up the egg and drop it off at your house for you. Once the animal is hatched, it can accompany you into battle. Not only can you take a pet into battle (which levels up just like everyone else) but a second gamer can participate as well. At certain designated spots in the game, you can "activate" a feature that lets someone pick up the 2P controller and fight alongside the main gamer and his computer-controlled pet. No, a third person cannot control the pet, but it's still a great feature to have in a game like this, since it allows more people to take part in what would normally be a very solitary game.


After you've found additional characters, you can freely switch between them at your house. Keeping this in mind, it makes sense to know each person's strengths and weaknesses before you head into unknown territory, since you'll be stuck with those people for the duration of your stay there.

The battle engine in Legend of Mana is similar to that of Secret of Mana, though there are some minor differences. Conducted in real time and resembling a side-scrolling free-for-all, LoM winds up being half

action/RPG and half twitch game. Very cool indeed. The monsters you face range from bizarre animals to weird-looking vegetable creatures. All the creatures are sprite-based, so the level of detail is very high. Boss creatures can take up almost half the screen, they're so big. Animations for the characters are a little bit limited, but it's nothing terrible. Since there are no menus involved, battles remain fast-paced, with practically no loading time—unlike FVII's long-ass battles. While most attacks revolve around a quick, weak attack and a slower, more powerful attack, there are also a number of magic spells you can cast. In the event that you're having difficulty with the battle system, you can always get some pointers from the in-game tutor, Duel.

The game, however, is not just a bunch of short stories without purpose. Throughout your travels you will be seeking out seven magic lords of the land. Early on in the beginning you'll meet Trent, the wise old tree who lives near your home. Trent looks particularly cool due to a nice animation technique that integrates with the game graphics perfectly. When you encounter one of the big boys like Trent, whenever you talk to him, the background turns into a quick FMV that doesn't skip a beat, animating what had formerly been static and unmoving. The same effects were used sparingly in other Square RPGs like Final Fantasy VII. Other magic creatures are spread across the land for your hero (or heroine) to meet, like the large mountain that comes to life.

Most of these "gods" will serve some purpose, thankfully. For example, after you meet Trent, he will help you cultivate produce to try to lure pets into your possession. He offers you use of an orchard where you can plant seeds he gives you. When they're ready to be harvested, you can cultivate them and add them to your inventory. Other awesome features include the Pet Cottage, where you can raise and train the pets you catch. There is also a weapon creation room, where you can create custom weapons and defensive items. You can also make magical instruments and ass-kicking Golems.

Scheduled for a domestic touchdown by Spring of next year—allowing time for the world to enjoy Final Fantasy VIII—Mana fanatics have a little bit of a wait in store. However, if the evidence displayed in the import version is any indication, a well-done localization will be worth the wait. 

VAGRANT DEMO

Feel The Joy



As has become standard with new Square games in Japan, *Seiken Densetsu: Legend of Mana* comes with a demo disc filled with game previews, movies and a digital catalog.

Included on the Legend of Mana disc are playable demos of upcoming Square games *Dew Prism* (an action-RPG along the lines of *Brave Fencer Musashi*), *Chrono Cross* (see this month's preview), *Front Mission 3* and a real-time movie of the amazing-looking *Vagrant Story*.

Conceived by the creative director and lead character designer of *Final Fantasy Tactics*, *Vagrant Story* looks to have the same sort of visual impact as *Metal Gear Solid* when it first appeared. Look for more on this soon.





PREVIEW

Chrono Cross

Publisher: Square Soft
Developer: Square Soft
Players: 1
Genre: RPG
% Done: 50%
Release: 04, 1999 (Japan)
Also In: None
Web Address: www.square.co.jp
The Good: Finally, a Chrono Trigger sequel!
The Bad: It's gone 3D...

And The Why: The character designs are kinda "ehh..."



Life is good in your little fishing village. So good, in fact, you have dreams of murdering your female companions!



Here you're trying to catch three animals so you can relieve them of their skins. Very considerate of you!

TRIGGER RE-RELEASE?

Time Bandits

16-Bit gaming at its finest: coming soon to PlayStation?



When you hear the words Final Fantasy, you immediately think of the name Square as well. The two are as inseparable as Siamese twins. Eight chapters old, with numerous spin-offs to boot, Final Fantasy is the reigning champion of the role-playing genre. For all of Final Fantasy's peerless reputation, however, there is one game deep in the heart of Square's hallowed library that transcends even that mighty series. The name of that game is Chrono Trigger. Arguably one of the 16-Bit era's crowning moments, Chrono Trigger will forever have a place in gaming history as one of the most critically acclaimed, commercially successful RPGs ever made. It's also one of the most important RPGs ever made, as it brought together the creators of the two most popular and successful RPG franchises of all time (Final Fantasy and Dragon Quest) to form a "dream team" of sorts, that was in fact called "Dream Project."

For years now, gamers have been clamoring for a sequel. Recently, rumor spread on the Net of a new sequel to Chrono Trigger that was in development at Square, to be unveiled as a playable demo when Legend of Mana was

released in July. Much to everyone's surprise, the rumors turned out to be true, and just days before the release of LoM, Square announced Chrono Cross. Square's most anticipated sequel in years had finally become a reality.

The first thing you'll notice about the game is that Akira Toriyama (Chrono Trigger's character designer, also known for his work on Dragon Ball Z and the Dragon Quest series) is not involved with the project. The second not-so-obvious thing is that Yuji Horii (scenario scripter for Chrono Trigger, also from the Dragon Quest team) is also not involved. These two creative forces are instead working on Enix's upcoming RPG masterpiece, Dragon Quest VII.

So where does this leave Chrono Cross? It wouldn't be a stretch to say that fans of the original may find this incredibly disappointing. After all, with the two people responsible for the overall feel of Chrono Trigger off on another project, what—pray tell—is left besides a loose association in name only? Well, for starters, the rest of the original Chrono Trigger team is still intact, meaning the programmers, game artists and composers remain the same. So people fearing the worst for their beloved sequel can breathe a little easier. A little.

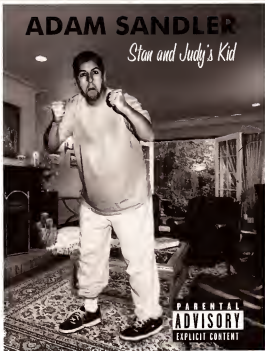
Another significant change from the first Chrono is that the game has changed from



Servo, Kid and Gren spend the majority of their time beatin' up on po' or animals. Surely the PETA isn't happy about this.

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The original Chrono Trigger was developed by members of Japan's two biggest RPG series—Square's Final Fantasy and Enix's Dragon Quest. The team called themselves "Dream Project." Sadly, Chrono Cross doesn't feature the input of Enix's big guns this time (Scenario Designer Yuji Horii and Character Designer Akira Toriyama), as they're busy working on the seventh instalment of the Dragon Quest series, due out later this year in Japan. Thankfully, most of the rest of the original Chrono Trigger team is still around for CC.

super-deformed 2D sprites to polygonally modeled, 3D characters on prerendered backgrounds. And following the same path as Final Fantasy, Chrono Cross features a completely new 3D battle engine. During normal rounds, your characters are able to execute an unlimited number of physical attacks. What dictates the intensity and frequency of your attacks is your stamina bar. When you begin, it sits at a relatively modest 7.0. While it is likely to go up as you increase levels, what you should know is that if your stamina bar dips below 1.0, you'll have to select "Defend" as your option so your characters can rest. The number of hits you get to use depends on whether you choose weak, normal or strong attacks. There's also a command called "Element" that lets you use elemental attacks (basically like magic spells). Elemental attacks allow you to use fire, water, wind and earth attacks, as well as healing and restorative spells. In addition, certain attacks, called "X" attacks in the demo, allow two or more characters to team up for a cross combo (similar to Chrono Trigger).

The demo showcases a trio of new characters: Serge, Kid and Glenn (whose characteristics and abilities are strangely reminiscent of Glenn from the original Chrono Trigger), who start off in a non-descript dungeon, allowing you to familiarize yourself with the battle system. After this initial warm-up, you witness a short but intriguing cinema, and wake up from the apparent dream Serge was having. You are now free to explore the seaside town he lives in, talking to people and meeting friends. An old-school pal of his will ask

him to retrieve three animal skins for her.

Unfortunately the animals are still wearing them, so this will lead to quite a few battles since they won't be so willing to give them to you.

A number of light puzzle-solving elements present themselves during this exercise, hinting at the direction Chrono Cross will take. After you've found the skins and taken out the boss, Serge meets up with his lady friend on the beach, where they reminisce about old times. Unfortunately this is where the demo concludes. Following their lengthy dialogue, a large number of teaser scenes from later parts of the game cycle past, offering a glimpse of the variety in store (see sidebar for some interesting tidbits about these scenes).

It's a long shadow cast by Chrono Trigger, and it will take some mighty impressive offerings to dim the memory of that 16-Bit title released back in 1995. Nevertheless, CC had better be a jaw-dropper if it hopes to capture the spirit of exploration that made Chrono Trigger such a time-travelling joy. Scheduled for release this winter in Japan, Chrono Cross has been confirmed for a U.S. release sometime in 2000.

If Chrono Cross lives up to expectations, the next year will truly be a great one for Square Soft. With the release of Final Fantasy VIII, followed by Final Fantasy Anthology, Chocobo's Dungeon 2, SaGa Frontier 2, Dew Prism, Legend of Mana and now this, Square will be on a roll. Top this off with the oft-remored release of Final Fantasy IX next year, and Square might just be unstoppable.

In other, semi-related news, word out of the Far East is that Square Soft is planning to rerelease the original Chrono Trigger for the PlayStation, just like they did with the three Super Famicom Final Fantasy games (IV, V and VI). If this is indeed the case, then it's great news for the legions of Chrono Trigger fans out there who were never able to get their hands on a copy. This would also be great news for gamers who were too young to experience the game, giving them a context in which they might better appreciate Chrono Cross. A refurbished Chrono Trigger with new CG FMVs would be a great addition to any gaming library, without the high price tag associated with cartridges during the old 16-Bit days. Stay tuned for further details. It looks like a safe bet that CT will be coming to the PlayStation soon. 🐉

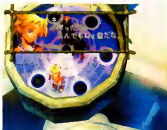
DÉJA VU?

Radical Dreamers



Some of you may be wondering if Chrono Cross is a direct sequel to Chrono Trigger, or an all-new story in an all-new land with all-new characters. We can't say for sure, but chew on this: Three years ago in Japan, a multi-scenario digital novel by Square, called Radical Dreamers, was released for the Satellaview Super Famicom add-on in Japan. The story involved

characters by the name of Serge and Kid (sound familiar?), and a third fellow by the name of Gill. The three attempted to steal a Frozen Flame from the manor of a man named Yamaneko (hmm...). As the story progressed, there were a lot of indirect references to what happened to the cast of Chrono Trigger after the CT story ended. The relationship between Kid and Yamaneko introduced in CC is actually explained in Radical Dreamers. Could this mean CC is actually a direct sequel to CT? Read on: After the CC demo ends, when they show scenes of later parts of the game, one of them shows a house in flames. In this strangely familiar house is a picture on the wall of someone named... Lucca! (See above pic.) If this doesn't excite you CT fans out there, we dunno what will. We'll have more on this mystery soon...



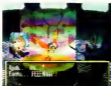


PREVIEW

Grandia

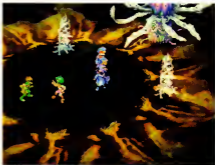
Continued on page 128

Platform:	SCEA
Developer:	Game Arts
Players:	1
Genre:	RPG
% Done:	80%
Release:	October 1999
Box Set:	Saturn (Japan)
Web Address:	www.playstation.com
The Good:	Grandia, in English, at last!!!
The Bad:	The graphics are pretty rough.
And The Bad:	U.S. Saturn owners got screwed.



Damsels in distress are a tasty ingredient in any modern-day RPG...

...as are room-clearing pyrotechnic spells. Better to roast you with, my dear! Miahahahahahaaaa!!!



MOVIE TIME!

Blockbuster



Spread out over two CD-ROMs, Grandia claims to offer over 70 hours of gaming. As with most modern RPGs, Grandia features some of the most beautifully designed full-motion video sequences. While the video quality of the FMV hasn't noticeably improved from the Sega Saturn to the PlayStation, the opening sequence is still every bit as breathtaking as it was the day it first appeared.

A stunning combination of CG-rendered animation and hand-drawn cel animation for the characters, you'll be swept into the epic settings of the game right away. With giant scarlet sky-ships and huge stone golems to enchant you, it's hard not to be swept up by Grandia.

For a good deal of 1997, when the Sega Saturn was still a player (however remotely) in the 32-Bit console wars, there was a raging debate over which RPG was superior: Square's Final Fantasy VII or Game Arts' Grandia. The problem was that Saturn owners had to continually refer to the import version, while U.S. PlayStation owners could goat over the localized version of the RPG behemoth that was FFVII. While Saturn owners sent petition after petition for a translation of Grandia to make it stateside, those pleas fell on deaf ears, as it would never materialize via Sega of America, who opted instead to bring over their homegrown property Shining Force III.

It was still a good argument while it lasted though, as Grandia had on its side Game Arts' RPG legacy. This was, after all, the company that had brought us the highly revered Lunar series. Game Arts had always been a strong Sega supporter, and in tandem with Working Designs, had formed a substantial reputation among the U.S. gaming community.

The other thing that worked in the favor of Saturn owners was the belief (at that time) that Grandia could not be ported over to the PlayStation. The

situation was that Grandia's backgrounds were completely 3D, filled with tons of little details, featured an expansive variety of textures, and were brightly colored. All these things, in addition to the sprite-based characters, music, text and spell-effects, were considered substantial memory-hoggers, and could not be managed into the PlayStation's measly 2 Megs of on-board RAM.

However, rumors started filtering through the grapevine that Game Arts had found a way to get it done and that work had finally commenced on a PlayStation version of their critically acclaimed RPG. Good news for PlayStation owners and good news for Game Arts, since the Saturn version of Grandia had sold less than they had hoped in Japan (around 450,000-500,000 copies), where it had sat atop the most wanted lists for over a year.

While it may be difficult to find the last remaining Saturn fans out there, but wherever they are, surely it's a knife in the heart to know that not only is Grandia coming out for PlayStation, but that Sony themselves have snapped up the publishing rights to the FFVII "killer."

While no one could say that Grandia was a technological tour de force, especially compared to the flashy wonders of Final Fantasy VII, Game Arts' strong point was always the quality of the story line and their characters. With Final Fantasy VII often accused of being a glitzy, but shallow experience,



The battle system in Grandia is fast-paced and easy to use. An attack meter very similar to FFVII's is implemented.

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Sega and Game Arts had hoped *Grandia* would sell 1 million copies for the Saturn, when it was first released in Japan. It "only" wound up selling around 500,000.

Grandia continued from page 126

Grandia, conceivably serves as the perfect foil; less emphasis on the graphics, and a stronger focus on the story line and character development.

The story of *Grandia* centers around the adventures of a young boy named Justin and his friends Sue and Feena. Like most 15-year-olds, Justin is out to save the world from the tyrannical plans of the wicked General Beal. During gameplay, you can have up to three additional partners in the game, for a grand total of four in any given "war party." The game features a "field radar" view that allows gamers to examine their surroundings from an overhead perspective, which in turn allows for easier item location. With over 200 different enemies to battle, it's a good thing you can see them on-field at all times. No random battles here, folks. No loud "psssshhhhhhhhh" and then a swirling distortion of the screen. In *Grandia*, if you can see your enemy, you can avoid your enemy, although doing so continuously will result in lower experience levels (very, very bad). Battles are conducted in real time, with attack, critical attack, item use, magic spells, defend and retreat your principal options. Attacks are interesting (in a good way) in *Grandia*. With the battle timer continuously running, and different characters' timers running at different speeds, players can overlap attacks as they go. For example, if Justin's attack meter begins, and he starts a "combo" attack, then Feena's starts a second after Justin begins his attack, and her actual attack-rate is faster, she'll jump in and join in on the carnage, resulting in both Feena and Justin attacking simultaneously. If timed right, all four members of the party could potentially wall on the same enemy



at once. Magic spells are numerous and diverse, and can be learned by practically every member of your crew, unlike most RPGs where only certain characters are magic specialists. While their most powerful attacks will vary, they share the most common, lower-level attacks like healing, resurrection, elemental attacks and protective spells. Anyone concerned with the ol' "been there, done that" sensation regarding common use of spells need not worry since there are also over 200 weapons and 200 useful items to keep and collect, to go along with the 80-plus spells that gamers can use.

On an aesthetic level, *Grandia* features one of the most exhilarating soundtracks ever composed, video game or not. The score that accompanies the epic FMV intro is of particular beauty and warrants the purchase of the *Grandia* soundtrack (on import if you can find one). *Grandia* has also had its extensive voice-over work completely rerecorded in English, which should be a bonus for gamers who hate reading subtitles.

Enhanced for the PlayStation version of *Grandia* are an improved frame-rate, better light-sourcing effects and real transparencies (which the Saturn version sorely lacked). Loading times are slightly reduced as well, lessening the dread that used to accompany the simple process of entering the inventory screen in the Saturn game.

Scheduled for release in October of this year, ironically, *Grandia* will arrive hot on the heels of its one-time archnemesis, the *Final Fantasy* series, only this time it will be on the PlayStation. Finally RPG nuts will be able to experience the wonders of Game Arts' finest hour in full-on English translation.

With the release of *Grandia* this fall, the PlayStation is definitely the place to be when it comes to RPGs. Already the system has had *Legend of Legaia*, *Lunar: The Silver Star Story*, and *Star Ocean: Second Story* on its roster. With the eventual addition of upcoming RPGs *Thousand Arms*, *Final Fantasy VIII*, *Grandia, Lunar 2: Eternal Blue* and others, the PlayStation currently owns the RPG market. To think the N64 has but two role-playing games in its entire library, with only *Ogre Battle 64* on the distant horizon. Nevertheless, the opportunity to play one of the finest RPGs ever made is finally at hand. Do yourself a favor and preorder this one. 🐉

G-WITCH PROJECT

Spooky

One "level" takes place on a ghost ship. Shiver!





CORE DESIGN is at it again. This fall will see the return of two top games with the PlayStation's hottest characters and Core's knack for addictive gameplay: *Tomb Raider: The Last Revelation* and *Fighting Force 2* are sure to satisfy fans as well as capture the imagination of new players. For more on two of the hottest titles coming this fall, read on.

THE LAST REVELATION

TOMB RAIDER

And SET sayeth: 'I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless.'

Egypt. Land of mythology, mystery, pharaohs... and the most complex tombs known to man. Tombs littered with mazes, puzzles and traps, designed to drive even the most persistent raiders to distraction... or death. Enter: Lara Croft. Based entirely in Egyptian locations, *The Last Revelation's* plot revolves around ancient mythology and the alignment of



the stars at the millennium. Finding herself in a serious predicament, Lara's objective is clear from the outset - she must escape a terrifying destiny and rectify a situation that threatens to destroy humanity.



The story is unveiled seamlessly through gameplay action driven by advanced engine technology. New programming routines allow levels to dissolve into cinematic cut-scenes and full motion video (FMV). Loading screens are eliminated, making the adventure a continuous, focused experience.

Tomb Raider: The Last Revelation's redesigned inventory system replaces traditional inventory rings with an easier-to-use interface allowing items to be combined, collected and stored. The new inventory also features Lara's diary, which includes her personal notes from each adventure and a location map that players can access for hints and tips. Application of the transformed system will give new life to puzzle elements - a key feature of *Tomb Raider: The Last Revelation*. Clear objectives and smaller locations will result in less time spent traveling between areas. Individual

environments are more reminiscent of the original game - tightly focused and puzzle-oriented, but with higher levels of detail and a greater number of objects than seen before.

The atmosphere will also be more akin to the original due to the emphasis on ancient locations and tombs. To further the atmospheric detail, the lighting system features spotlighting. New environment mapping allows a variety of surfaces and objects to reflect and react to light sources. Lara herself will have a new remodeled look - fully skinned and more detailed. A range of new moves, both simple and complex, provides an assortment of brand new puzzle and trap mechanisms for Lara to negotiate. The puzzles are based on Egyptian mythology and will operate like complex board games right at the player's fingertips.

CORE DESIGN

TOMB RAIDER: THE LAST REVELATION

Interview with Adrian Smith of Core Design



So what's the plot this time?

We've made the basis of the story a lot simpler this time around - the player is given a very clear objective from the outset. The plot will twist and turn as Lara progresses, but the ultimate goal always remains in sight.

Very basically, Lara inadvertently releases something rather nasty whilst breaking into an ancient tomb... and of course she's the only one who can put things right. The path of true adventure never runs smooth so Lara will have various tasks to complete before she's able to face a final confrontation.



Do you fear a backlash against this title since it is the 4th in the series?

Despite any number of new features and improvements, the game is still, in essence, 'Tomb Raider' - an adventure game featuring Lara Croft. What we have done this time is completely re-address a number of key elements. This will immediately distinguish Last Revelation from its predecessors and bring fresh life to the title. The on-screen format is completely new - gone are the old inventory rings, loading screens etc. It's always been our

intention to make the fourth game as accessible to as many people (both old fans and new users) as possible. We've focused on simpler gameplay so the game will be easier than TRill in terms of direction and objectives. Players will know exactly what to do, and where they have to do it. The difficulty lies in solving the puzzles that will enable players to complete objectives - so it's very much like the original game in that respect. A very clear storyline and single location means that a lot less time is wasted covering vast distances.

In some ways Last Revelation is a prequel to the trilogy, but the technical advances will make it far more detailed and atmospheric. If you've never played a Tomb Raider game, this is the one that we'll be recommending!

Can you tell us about any of the new enemies that Lara will face?

We're concentrating on highly detailed enemies - there may be fewer of these but they will certainly be more purposeful than those seen in previous titles. Since we're dealing with Egypt, our artists and animators have really been able to let their imaginations go so we've got

mythological buddies as well as natives and generics. Due to the nature of the plot, you'll find a lot of rather strange things happening and don't be surprised if you find that your are pitting your skill against an adversary through the adventure.



Will there be another game in the Tomb Raider series?

Well you know what they say... You just can't keep a good girl down...

CORE DESIGN

TOMB RAIDER: THE LAST REVELATION



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THE LAST REVELATION
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COMING SOON
FOR BOTH
PLAYSTATION AND
DREAMCAST

FIGHTING FORCE 2

CORE DESIGN

FIGHTING FORCE 2

A Sequel? Well, What's New?

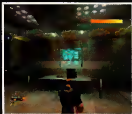
In *Fighting Force 2*, everything is new. Core Design took the best elements of the original game, which was the fast-paced hand-to-hand combat and object interaction and carried it to the next level in gaming. Sporting a brand new 3D game engine and focusing on the action genre rather than simple beat'em up has really opened the eyes of tough to please hard-core gamers. Rather than using an entire "Force" of characters, Core has

chosen to focus on one main character (see side bar), Hawk Manson, to lead the charge in this sequel. This allows for more storyline elements to be introduced as well as a greater number of animations or moves the character will have. The main

objective of the game is not known at the outset. The storyline is integrated, giving clear objectives that allow the plot to unfold. Cut scenes will be used to give the player his next objective or further information. Then as the player progresses through each location, a number of scripted scenes will be used to advance the story line. Hawk is also equipped with a data handset of which information is received via the Control Base. The Base will give Hawk additional information and objectives.

"In fact we have introduced many new weapons, which will help the player to deal with some of the most difficult situations making the action more realistic and rewarding. All the fighting moves and the system have been redesigned so that interacting with them results in a more balanced game for the player," says Ken Lockley, Producer at Core Design.

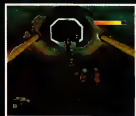




LEVEL PROGRESSION

The player must negotiate nine global locations, split into approximately 24 separate stages. The levels vary from the steel mills of Pittsburgh and a tank factory in Japan to South America. Each location holds a clue that leads to the final confrontation with the ultimate enemy. Throughout the missions Hawk will also collect body armor at the various locations which provide additional strength and protection. The game flow

also splits after the fifth level where the player is given a choice that will result in the player visiting different locations.



ARTIFICIAL INTELLIGENCE

Each of the 50 enemies and bosses have unique artificial intelligence and are knowledgeable about the layout of the surroundings. For example, if Hawk enters a room the characters may react in different ways. They may choose to confront the player, try to raise the alarm or run for assistance and if fired upon directly they run away, but also raise the alarm in the process. This is where some of the stealth capabilities play a role in

WEAPONS



Heckler and Koch HK-67.
High strength and low cost of manufacture are main design goals of this weapon. Designed to be used in a variety of combat scenarios, the rocket launcher uses a carousel loading system to speed its rate of fire and delivers a range of ordinance. These include standard high explosive rounds, HEAT and laser targeted rockets.



T-6 MFG.
As World War II drew to a close, the T-6 hand grenade has been produced in six nations and exported to over thirty countries worldwide. The T-6 was the first multi-fused grenade (MFG) to combine safety and the reliability of the weapon has made it a favorite with all branches of the armed forces, especially anti terrorist and special forces units. Multi-fused programming allows the user to select the type of detonation required before arming the grenade.



Elither Commando Blade.
This knife, composed of a carbon fiber handle, lightweight carbon fiber blade. Subjected to rigorous testing, the designers have used the most advanced technology and materials available to create a knife that is lightweight capable of surviving even the most arduous environments.



Dodge Rioton.
Using tough lightweight plastics, the Dodge is the first century's answer to the twelve-gauge shotgun of the old west. The novel arena testing system employed in this weapon gives it the edge over other auto-loading shotguns. The higher recoil from this system is stilled up by the clever design of the weapons body and stock, and the advanced lightweight plastics that make up the construction.



SRK-4.
This high velocity sniper rifle is military and special forces grade hardware. Lightweight and using advanced scope technology, it fires precision hollow bore rounds at up to a 300 yard.

The targeting scope is classified technology, and its semi-automatic system can detect wind speed, fall off and open for stable and compensate for these factors accordingly.



Nightlighter TOM-72.
This assault rifle is capable of a maximum and sustained rate of fire, outstripping any other assault rifle currently on the market. Firing three rounds, the TOM-72 has been designed for adaptability and will accept a wide range of combat accessories, night sights, laser targeting and grenade launchers being just a few. It is a favorite weapon for anti terrorist units where close range and high rate of fire are required.



Dodge Riot Baton.
Instead of a baton, this baton is designed to deliver an electric shock in contact with an energized shaft. A laser is used to measure forces in the shaft but focuses in many other countries, the baton is used in riot control and large-scale riot operations.



General Dynamics M-39.
After a lifetime, the M-39 is still at the top of its class. A second major version, General Dynamics then gave a deadly piece of hardware. The compact dimensions of the weapon allow it to be concealed in a car, but the manufacturer does not recommend being seen with the gun.



ARMACOM - 400.
With a range of 3000, this laserbatter was designed for urban warfare where over-sighting targets and having to locate lighting are necessary. The fusible chemical mix is held in a 1000-barrel under the body of the weapon and is pressurized past to firing. Combustion and reaction, the weapon has no fixed base, arrange the armed bases.



Black Widow Strike Series 900.
Lightweight and built, the design of the Black Widow makes it ideal for covert operations. The weapon can be fired with a laser guided night sight and is capable of firing a number of balls. These include carbon fiber power tip and explosive head balls.



Harefoot Short Sword.
This combat companion will effectively strike. Lightweight carbon fiber handle. Balanced and designed for close range combat.



the game. Some characters will not perceive the player as a threat unless a direct action is taken against them. Avoiding confrontation is some situations may be a more strategic decision.

"The AI and game flow control in FF2 create much more varied and interesting potential outcomes in any given situation. For instance the removal of an enemy before he manages to set an alarm (Bringing reinforcements into a room - This would be BAD!), will make passage through that area substantially easier. The player will also be able to learn from the behavior of individual enemies and in later levels, avoid having to deal with the reinforce-

ments by taking the "alarm setting" enemy out FIRST before he is able to call them," says Lockley.



KEN LOCKLEY ON THE NEW APPROACH TO FF2

The original game's major weakness would have to be repetition. With FF2 the ratio of hand-to-hand combat and weapons use is roughly 50:50. We had to completely re-think the control system to



allow many more combat moves / combos. There are specific combos and deadly weapons, even moves when guns are emptied (player can use empty pistol to hit enemies.) We also have "chargeable" moves that take time to charge, but are extremely powerful. Due to the fact that there are more weapons available and to the type of 3D environments the count of moves has almost doubled from the previous Fighting Force.



FIGHTING FORCE 2

Hawk Manson

1967 Enrolled in the U.S. Marines. Saw active duty in Panama, Grenada, and the middle east. Served one year in the elite Navy SEALs unit.

1995 Injured and discharged on medical grounds

1996-1999 Freelance security advisor for local law enforcement agencies in the United States and Europe. Police records cannot prove any links to vigilante activity but Manson is suspected of strong anti law enforcement and has been seen at paramilitary training camps in Texas and Nevada.

2000 Part of the team that uncovered and stopped Dr. Zeng from wiping out the population of planet earth at the turn of the century.

Current Occupation: Currently employed as a Weapons Inspector for the United Nations.

Specifications:

Alias: The Hawk

Height: 6'0

Weight: 176 lbs

Special Skills:

Experienced in projectile weapons and motor vehicles
Extras: Can hack any computer system



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CORE DESIGN

FIGHTING FORCE 2



UZI-9

The UZI-9 was a complete redesign of the fifty year old weapon designed by the Israeli army. Many modern construction techniques fit into the gun has resulted in small dimensions, lightweight and easy to use. In fact, new features many improvements that were previously only available as bolt on extras. Night sights, grenade launchers and A.C.T. (Adaptive Cartridge Technology) have upgraded the gun into the next century.



SMG AT-9

A military demolition grenade designed for breaking through fortifications and concrete obstacles. Carried by commando special forces and marine fire strike units the grenade has proved a versatile weapon for keeping fighting ahead of the main force.



Colt SAR-9

This weapon is made with both military and police forces in the USA. Firing a range of ordinance, the launcher has a range of 100m and has a rotating drum cartridge containing twelve rounds. Accuracy is not great, but this is not required for use control in the kind of military operations it is designed for.



Durling Industries MK-3000

This state gun fires a directed charge of 18000 Volts, paralyzing the target. Repeated shots will have a fatal effect on the target and all police forces are aware of the controversial nature of this weapon.

fear factor™

SYNOPSIS...

When the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shaan Xi Protectorate under mysterious circumstances, our team of specialists infiltrate the city and attempt to reach her first. Hoping to leverage her safety for a sizeable pile of cash,

Steep, destroy and fire-fight your way through the archaic chaos of an alternate reality China and its inhabitants. Along the way, you will be constantly challenged by the henchmen of the girl's father who have no intention of letting you get to her first.

But what begins as a mercenary snatch and grab to retrieve a young runaway instead becomes a mission more perilous and important than any other that you could've imagined to battle for the survival of the planet against the most unimaginable of enemies.

The Gameplay Experience

FEAR FACTOR is a suspense action adventure game unlike any of its predecessors. The gameplay is not about just winning.

It is definitely not only about shooting monsters (although there will be plenty of that within the game) or solving typical puzzles. The objective of FEAR FACTOR is to provoke emotional responses from the Player (such as, laughter, screams, anger) by immersing them into the imaginary world and into the story of the experience.



Like watching a great horror action film, when the movie is over, the audience is rewarded with a satisfying experience... they've been scared, they've screamed and they've jumped out of their seats.

When you finish FEAR FACTOR, the ultimate reward will not be any different.

林氏金

Motion FX Technology

While previous games have combined Real-time Characters with Pre-rendered backgrounds, the result has always been to a flat, dead world in which wide open spaces are largely devoid of any sort of human activity.

FEAR FACTOR surpasses any previous experience in the genre because EVERY background in the game is ANIMATED, dubbed MOTION FX Technology. This means that the worlds of FEAR FACTOR will be alive, with dynamic action taking place within the backgrounds.

By creating the worlds of FEAR FACTOR with Motion FX, you are fully-immersed in



the game universe, one that is visually breathtaking while at the same time taking advantage of the gameplay possibilities that the animated backgrounds provide.

Multiple Player Characters

By design, you will get to "become" different characters within FEAR FACTOR, so that you may experience all of the facets of the story. This is not achieved through gimmicky game mechanics such as "mind controlling", "body jumping" or "soul possessing". It is accomplished through logical plot editing and creative cinematic direction.

As you move from character to character, you experience more than new talents and abilities, you are also presented with new challenges and knowledge which helps you advance through the experience. Like any great story, FEAR FACTOR has a wide range of characters as well as interesting sub-plots that will draw your player's attention and keep you entertained for hours.

Fast-paced, with plenty of terror and thrills, FEAR FACTOR is a game in which the story is the focus of the your interaction.



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An interview with Amy Hennig
Director of Legacy of Kain: Soul Reaver

Legacy of Kain: Soul Reaver.

How would you describe Legacy of Kain? What type of game is it? What kind of experience can players expect?

Our goal from the beginning was to provide a seamless, immersive game experience — an epic adventure set in a relatively non-linear game world, that rewards players' exploration and problem-solving skills. Soul Reaver is an action-adventure game with an intuitive set of player mechanics, an innovative combat system, lush visuals, and RPG-type elements like character growth, ability acquisition, and story progression.

What are the most compelling aspects of the game?

The first thing that comes to mind is the data-streaming technology — this allows us to provide a seamless, interconnected game experience, eliminating artificial divisions of the game world (and the annoyance of load times). Once the player begins a game, we never want to disrupt the immersion of the game experience, or pull them out of their willing suspension of disbelief.

Besides providing a seamless experience, this technology also allows us a greater variety of creatures, sounds, music, and environments in a much smaller area.

Most games have to keep an entire level resident in memory (thus the load times and the often apparent lack of graphic variety in levels); by streaming the data off the CD, we only have to keep a very small, localized area in memory at any one time. Run down a hallway in Soul Reaver, and the environment can change drastically — without the player ever having been aware that data was being dumped and loaded.

Second, our world-morphing technology provides something players' first "angel of death." Raziel can shift at will (more or less) between the spirit realm and the physical world, when he loses all his magically forced back into the spectral realm. In the game, these two realms exist simultaneously, the spectral plane being an eerie, expressionistic, "twilight"

version of the physical world. During these plane-shifting events, the entire environment morphs in front of the player's eyes — the architecture twists and distorts, the lighting changes, and the denizens of the area fade in or out, depending on their planar affiliation. Third, Soul Reaver offers an innovative combat system, which allows players to easily interact with enemies in a full-freeform 3D environment. By holding down the "autoface" button, the player can engage with and maneuver easily around enemies, sidestepping around them while planning an attack, and dodging and launching easily to evade or launch attacks. Because Raziel's primary foes are vampires — and therefore only destroyable by impaling, sunlight, fire, or water — the game also requires the player to formulate a plan of attack, to find weapons or use potentially-fatal elements in the environment to his advantage.

Finally, behind all the action is a complex, layered, story, conveyed primarily through in-game cinematic events and voice-over. I think players will be impressed by the quality of the script and the voice-acting in Soul Reaver — the voices are all provided by talented, experienced actors (most of whom are reprising their roles from the first game), and the voice direction and casting were provided by highly-respected industry veterans.

How big is the game? How long will it take players to finish it?

Geographically, the game is huge — but Raziel moves at a pretty good clip, and the placement of Warp Gates allows the player to teleport across the game world fairly easily.

In terms of hours of gameplay, it will depend on how a player approaches the game. Players who proceed from one major goal to the next, without revisiting previously-explored areas to find bonus levels, will probably get 35-40 hours out of the game. For players who take the time to find all the bonus items and hidden (hidden) spell levels, the game should provide over 65 hours of gameplay.

Any tips for playing the game? Secrets or hints?

Mainly, players should remember that the game is all about freedom of exploration — each time Raziel receives a new ability, the player should explore areas previously visited to discover power-ups, spells, etc. The player can charge right to Raziel's next goal, if desired — none of these bonus areas are required to finish the game — but the player will have a richer (and longer!) gaming experience if they revisit previously-explored areas with new abilities.

So keep your eye out for locations that seem suspicious, and areas that you can't get to yet — make a mental note of these, so you can return later when Raziel earns a new ability. Each of the new abilities opens up previously-inaccessible areas — so if there's a gate you can't get through, an unreachable opening high up in a wall, a spacious-looking window, an area you can't reach without swimming, or some odd apparatus that you can't operate yet, it probably means there's a bonus item, or a new area to be unlocked, nearby.

Secondly, don't forget to autoface those enemies! Soul Reaver's combat is built around the autoface system — you can fight enemies without using it, but the experience is much richer if you take full advantage of the autoface button. And finally — when in doubt, shift into spectral. If you think you're stuck, the twisted architecture of the spectral realm may provide the clue that you need to progress.

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Die Hard Trilogy 2: Viva Las Vegas

Publisher: Fox Interactive
Developer: n-Space
Players: 1
Genre: Action/Shooting/Driving
% Done: 70%
Release: November 1999
Age Gr. PC

Web Address: www.foxinteractive.com

The Disc: An updated look and feel, with the same multi-genre format on one easy-to-use disc.

The Look: Some multiplayer action would've been welcome.

And The Verdict: That greasy, dirty tank top John McClane wears—often referred to as a “wifebeater.”



One particular feature we noticed was the enemy AI in the action/adventure style of play. The goons in this section of the game actually reacted how you'd expect them to react, instead of just standing there as they're being shot. They'll duck or hide behind a wall, popping out high or low at different time intervals, or even run away to find some back-up.

TRUE CARNAGE

Bloody Windows And Such

We all know John McClane has an edge, and it comes through in the game. Below: bloody pedestrians, a piss break and electrocution.



Las Vegas has never been known to be the most wholesome place around, but that doesn't justify blowing it off the face of the Earth.

That's right, some crazy terrorists are up to no good, and somebody needs to stop them. Enter: bad-ass John McClane. And like a good Die Hard flick, there's plenty of action, character development and a bunch of tricky bad guys.

Anybody who played the first Die Hard Trilogy no doubt enjoyed playing three unique games on one disc. Thankfully the sequel is no different. In fact, there's still driving, shooting and third-person action/adventure styles of play at your fingertips. So what's different? The graphics first of all, and the overall feel of the game. The original DHT played like three separate games—this time, although DHT2 still has three styles of play, it plays like one game.

The game is broken up into three main modes: The Movie Mode, which plays out like a Die Hard movie and switches between styles of gameplay (depending on the direction of the story line) with cutscenes in between levels; an Arcade Mode, which has no story whatsoever and just plays through all styles of play one after the other; and finally a Training Mode, which is of course...a training mode. So why an Arcade Mode as well as a Movie Mode? n-Space included the Arcade Mode for people who may not like a particular style of play in the Movie Mode, or don't want to go through the story and movie clips, according to Erik Larson, associate producer on the project. This way, players can concentrate on the genre(s) they really enjoy.



The Arcade Mode also has several arcade-only levels.

The shooting game is compatible with the regular PlayStation pad, Dual Shock, mouse and of course light guns (including GunCon). Think Time Crisis, except with a Die Hard feel. The driving game is very similar to the original, in that you have to retrieve bombs in various areas of a particular stage within a time limit. The third-person action adventure mode is similar to Syphon Filter in a sense, although not near as complex. As usual as McClane does his white tanktop, you know just what game series you're in, and you know it's more action-oriented. This mode features more puzzles than the original game's action mode—it's not just about killing bad guys and rescuing hostages anymore. You'll have to work your way through mazes and complete various objectives, among other things.

Thankfully, you'll have a total of 12 weapons in the Action Mode to help you deal with anything that comes your way. You can have two weapons in your possession at any given time, but can pick and store ammo for any of the weapons at all times.



DHT2 features man of action John McClane, complete with witty catchphrases. Make up your own for this pic.



PREVIEW



POCKETSTATION MEMORIES

MR2's PocketStation support is gone from the U.S. version, but here you see XG's John Ricciardi and OPM's Mark MacDonald competing in the Japanese version's number game in Tokyo.

Monster Rancher 2

Publisher	Tecmo
Developer	Tecmo
Players	1-2
Genre	Action
% Done	80%
Release	September 1999
Also On	None

Web Address: www.tecmo.com

The Good: You can use your monsters from the first game.

The Bad: Finding a CD which yields the perfect monster...that dies the very next day.

And The Uhh: Your monster gives you a present—a gingerbread man! But wait, that's not a cookie...what's that smell? Ack!

Also Try: *Monster Rancher* (PS), *Dragon Seeds* (PS), *Jade Cocoon* (PS), *Pokémon* (GB), *Pokémon Stadium* (N64).

TOONED IN

Gotta Train 'Em All



The TV series based on *Monster Rancher 2* (originally aired in Japan) is coming to the U.S. starting Aug. 29 on the syndicated BKN Kids Network. Viewers will follow Geaki, a boy who is pulled into the game's world, filled with monsters. In addition, Playmates will bring *Monster Rancher* toys to the shelves this fall, simultaneous with the release of the game.



Each monster will want to play a game with you sometimes, including this mudball-throwing contest where the object is to score direct hits.

The style of battling in *Monster Rancher 2* has not changed much from the first, though it is a bit more intuitive.



PlayStation fans had a virtual pet RPG before many gamers in the U.S. had even heard the word Pokémon. Tecmo's *Monster Rancher*, originally released in 1997, became a cult favorite, expanding on the virtual pet craze spawned by Bandai's Tamagotchi.

In *Monster Rancher 2*, you create monsters out of anything on the CD format—music, games, anything. Certain CDs yield special monsters—try out some of Tecmo's previous PlayStation games to get some interesting ones. Don't have a lot of CDs to use? You can select from a few monsters available free of charge at the market.

You take your newly created (or acquired) monster back to the Ranch, where you can train it and condition it to fight in battles. Win, and you'll get some extra money and raise your fame level. Lose, and it's back to the Ranch for more training. While in Pokémon, battle experience is important, in *Monster*

Rancher, training and raising your monster carefully is more important if you expect to go far. You can "catch" monsters when on training missions or expeditions, but you won't fight other trainers outside of official competitions. As you work through the ranks, you may be recruited for special cross-continental competitions or assignments.

In the original, you watched 2D animations while training and raising a monster—that's all in 3D now. There are games you can play with your monster for fun, such as a rock-paper-scissors wrestling game and a first-person arena-style mudball fight game. If you have a monster from the original that you'd like to use in *Monster Rancher 2*, there's a way to transfer it. There's also a versus mode where you can battle against a friend and his or her monsters.

When battling in tournaments you can choose to control it or let it go on its own. Percentages that change next to your life meter tell you how likely it is that an attack will connect, while your Guts meter (your monster's stamina) affects how powerful your hits are. The more powerful the monster, the more powerful and graphically impressive its attacks are. The winner is determined by the percent of your life still left.

All in all, there are over 400 monster races in the game, with an almost limitless number of variations possible. If you were a fan of the first, you'll want to check out the sequel when it hits stores. 🐾



Send your monster away on training missions and watch it struggle through tasks like surviving earthquakes.



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PREVIEW

1.0 Review Crew score awarded by John Davison for Fighting Force 64 (ouch).

Fighting Force 2

Publisher:	Eidos
Developer:	Core Design
Players:	1
Genre:	Action/Adventure
% Done:	60%
Release:	November 1999
Also In:	DC
Web Address:	www.eidos.com

The Good: Way more strategy and variety than its predecessor.

The Bad: Only one selectable character instead of four.

And The Duh: Yet another genetic engineering plot (snore).



We're not sure whom Hawk is calling on his communicator; none of his team members from the original game survived (sob).

With all of these cool new weapons at your disposal, don't forget Hawk can kick some serious ass with his bare hands.



VIEW TO A KILL

Sniper Mode

One welcome addition is a MDK-style zoomable scope.



Despite lukewarm reviews, the original Fighting Force sold more than 400,000 copies. The game's primary innovation was the ability to use virtually any on-screen object, including everything from soda cans to engine blocks, as a weapon. Take away this gimmick and what remained was a fairly hum-drum Final Fight knock-off done in three dimensions. You know, walk right, kill somebody, continue walking right...

Wisely, developer Core has gone back to the drawing board for Fighting Force 2. At this early stage, the game appears to be more of a Syphon Filter-style action/adventure. In addition to an assortment of knives, clubs and bats, the player now has an arsenal of new weapons at his or her disposal, including a zoomable sniper rifle.

This time around, Hawk Mason, the lone survivor from the original Fighting Force, must infiltrate a corporation suspected of conducting illegal human

cloning experiments, destroy any completed cyborg/clones, and erase the memory of the company's super computer.

To do so, Hawk must discover clues, information, hidden keys and the like. If you get stuck, Hawk's data handset can be used to contact the control base to obtain additional information and mission objectives.

The game contains more than 50 unique enemies said to have both individual and group behavior patterns. While one guy may be unafraid to take you on all by himself, others may flee, look for help, or sound an alarm. Kind of like Turok: Dinosaur Hunter or Time Crisis, they also have multiple impact points which register blows to different parts of their bodies.

To get the better of these smarter enemies, Hawk must use far more stealth than he did in his last outing. Running away sometimes may be more beneficial than a direct assault.

Following the lead of another Core-developed franchise, namely the Tomb Raider series, Fighting Force 2 also has lots of moody interior environments. Colored lights and real-time lighting effects abound, giving the game an edgier, more cinematic look.

While the ability to choose your character will be missed, the added strategy and depth of gameplay seem to make the tradeoff worthwhile.



Fighting Force 2 requires more stealth than its predecessor, which was more of a 3D Final Fight-style beat-'em-up.



RULES JUST SLOW YOU DOWN.



SECRET CODES
and
HIDDEN CHARACTERS
in the
Official Strategy Guide from
BRADY GAMES
THE OFFICIAL STRATEGY GUIDE

**NO REFS.
NO RULES.
NO MERCY.**

NFL BLITZ 2000



New 4 player mode for bruising your friends.



"On-Fire" Mode gives super power performance to your hot, star players.

LAST YEAR'S STATS

The #1 Selling Football Game for Nintendo 64 and Game Boy® Color

Best NBA Sports Game
—Nintendo Power

Best Sports Game of the Year
—As voted by users to www.playstation.com

Sports Game of the Year
—VideoGamedigest

THE SUPERBOWL CHAMPION OF FOOTBALL GAMES

NFL Blitz™ 2000 brings you all of the things you love about football and none of the things that slow it down. This groundbreaking sequel features awesome weather effects, new secret heads, and scores of new game play features. With more easy-to-run plays and all new animations for taunts, end zone dances, and tackles you're headed for the ultimate in football action!



www.nflplayers.com

Sega® Dreamcast

PC emulator shown
www.midway.com

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Tom Clancy was born in Baltimore, Md., in 1947. He graduated from Loyola College, Baltimore in 1969. Worked as an insurance agent until 1980 when he started writing his first novel, *The Hunt for Red October*. It was released in 1984.

Tom Clancy's Rainbow Six

Platform: Red Storm
Developer: Rebellion
Players: 1
Genre: Action/Strategy
% Done: 75%
Release: November 1999
Also On: PC, N64, GBC, PC
Web Address: www.redstorm.com

The Good: Sneaking around buildings, armed to the teeth, taking out bad guys.
The Bad: No multiplayer? Duh! Isn't that what this is all about?
And The Why: The PlayStation can't quite cope with the graphics.



Of all the versions of the game, the PlayStation game is actually the most different. Much more of a "lone soldier" affair than either the PC, DC or N64 games, it places the emphasis on knocking out terrorists, rather than sneaking around. Outdoor locations (left) are particularly impressive here...and many of the interiors (above) look different from other versions.

JAGUAR HEROES

Rebellion

Oxford, England-based Rebellion has been around for six years now. The creation of brothers Jason and Chris Kingsley, it has since expanded from a three-person outfit in the brothers' shared basement apartment to a team of 30 programmers, artists and animators. The team consists mainly of Oxford University graduates, and several PhDs and MScs.

Originally developing games for the Atari Jaguar, Rebellion's first major success was *Alien vs. Predator in October 1994*. Billed as the first "real" 64-bit software title, it turned the 3D Doom-style genre on its head, and was so successful that Fox signed the product for PC (it was released a couple of months ago). Further Atari Jaguar games followed, including *SkyHammer*, which many people never saw and the *Virtua Racing II* Checkered Flag.

Rebellion has since gone on to develop PC and PlayStation products.

Rainbow Six has gone from being an extremely successful novel by Tom Clancy, to a successful PC game...to a major video game franchise spanning multiple systems. Last month we took a look at the N64 version, developed by Saffire...and now this (along with both the GBC and Dreamcast versions that we have shots of elsewhere this issue).

Developed by U.K.-based developer Rebellion (see sidebar) the PlayStation game takes something of a different track from its brethren. While the N64 and Dreamcast versions do an admirable job of capturing the spirit of the PC game, this is far more focused on the 3D action elements.

For those of you who don't have the full skinny on what *Rainbow Six* is about, here's a very brief update. It's based on Tom Clancy's novel of the same name and it deals with an international task force that is used to counter terrorist threats around the world. In the PC game you were the commanding officer in charge of planning anti-terrorist campaigns, before jumping in and working with a squad of operatives as they worked through the mission itself. It was a very tactical game with a lot of emphasis on reading through intelligence reports, planning meticulously what your teams would be doing before sneaking in and killing all the bad guys. The PC game saw a lot of strategy, and also

Incorporated a decent-sized chunk of multiplayer gaming where you and your buddies could go in and work cooperatively.

The PlayStation version is a bit different though. The intelligence reports are still there—but you don't really have to specifically plan what any of your teams are doing. The whole thing has been dummed down to the point where the main focus is the action.

A major disappointment is the complete lack of any multiplayer features. Although still a few months from completion, publisher Red Storm informs us that multiplayer won't be supported in any form...so a major part of the original experience isn't conveyed. Apparently Rebellion is reluctant to include it if it can't be pulled off with sufficient quality. An admirable attitude, but disappointing.

As PlayStation games go though, it's an ambitious project. Graphically it provides a 3D environment that's unlike pretty much anything else out there (with the possible exception of *Gameworks'* forthcoming *Medal of Honor*). All of the weapons and gadgets have made the port across, and it's also interesting to note that this is one of the increasing number of games that will make use of both sticks on the Dual Shock controller—one for moving and the other providing a PC-style "look" feature. 🏠





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PREVIEW



DEVELOPER PROFILE

Fear Factor is something of a departure for developer Kronos, more commonly associated with such PlayStation fighters as Criticom and Cardinal SYN.

Fear Factor

- Publisher:** Eidos
- Developer:** Kronos Digital Ent.
- Players:** 1
- Genre:** Action/Adventure
- % Done:** 60%
- Release:** January 2000
- Size In:** None
- Web Address:** www.eidos.com
- The Good:** Gorgeous Resident Evil-style backgrounds—that move!
- The Bad:** The game's permanently letterboxed screen.
- And the Ugly:** Yet another bleak, Blade Runner-esque setting.



Watch security monitors for important clues. (Bet you can't guess which locker this key opens...)



Sneaking up silently behind enemies lets you score an easy one-hit kill.

CINEMATICS

Anime Look

Action flows seamlessly from cinematics to gameplay.



Fear Factor is a stylish new Resident Evil-type action/adventure developed for Eidos Interactive by Kronos, maker of such lackluster PlayStation fighters as Criticom and Cardinal SYN.

Considering this is Kronos' first foray into the genre, the game already looks impressive. By avoiding Gouraud shading and highly detailed texture maps, the developers have given the game's characters a distinctive, anime look.

Even more impressive, most of the game's pre-rendered backgrounds are animated. Smoke billows, neon signs blink, and hovercrafts whiz by, giving the game a highly cinematic look.

On the down side, the developers apparently had



to letterbox the screen to allow such an uncommon level of detail, but this only serves to enhance the movie-like atmosphere.

You play as a pistol-packing mercenary out to retrieve a kidnapped girl in a futuristic Hong Kong. As you can see from these screens, the gameplay is highly reminiscent of Resident Evil. Camera angles vary wildly from scene to scene, and there are plenty of mindless henchmen to gun down. Puzzles are of the find-keycard-to-unlock-door-of-the-same-color variety, and cutscenes provide plenty of clues.

The game's primary innovation is a Sneak Mode that allows you to silently creep up behind an enemy and dispatch him with a single shot in the back. Cowardly? Yes, but it's also a great way to conserve ammo and health.

According to publisher Eidos, a yet-to-be implemented Fear Meter also will figure prominently into the finished game. (The game's title certainly lends credence to this.) Although we aren't entirely sure, this seems to relate to an enemy's, rather than the protagonist's, emotional state. Just how you are to exploit this isn't clear yet.

Even with such heavyweight competition as Dino Crisis and Resident Evil 3 on the horizon, Fear Factor's stylish look and innovative play mechanics may help the game carve out a niche of its own. 🎮



Twisted Metal 4

989 Studios is bringing out the latest installment in the Twisted Metal franchise sometime in **November** of this year. As before, players battle souped-up AI vehicles to the death in a number of environments. TM4 will also feature four-player deathmatch, and a series of deathmatch-only levels. 989 Studios promises all new stages, vehicles and weaponry, and improved graphics and physics. Further details are not yet available.



NBA Live 2000

Topping the list of cool features in this **fall** release are five all-star teams from the past. EA got the license to use Kareem, Bill Russell, Oscar Robertson and several others as they appeared in their respective eras—break out the short shorts and pick your fros ya'll! On top of that, players have facial expressions and speak. Create-a-player, management options and more are all in.



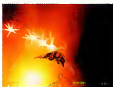
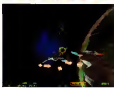
Quake II

Quake II has been in development for quite a while now, but Activision, along with developer Hammerhead, should have it out in store shelves sometime this **September**. This game is looking pretty good so far, having graphics a bit similar to those of the non-accelerated PC version (Software Mode). And if you have a link cable, you can play deathmatches with up to four people.



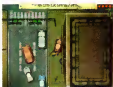
Star Trek

The PlayStation's been around for four years, yet hasn't seen a Star Trek game until now. Based on Star Trek: The Next Generation, you take control of one of the Federation's newest ships to defend against enemy attacks while trying to discover why a rift has opened in the Beta quadrant. There will be 30 missions in all, and along the way you'll run into familiar Star Trek characters and alien races like The Borg and Klingons. Activision plans to have the game on store shelves in the **summer of 2000**.



Grand Theft Auto 2

No, you're not rock steady through the streets of swinging London this time around; Grand Theft Auto 2 is the real sequel to one of last year's most original action titles. You play as Claude Speed, a two-bit punk out to gain some notoriety. Up to six different gangs will employ your expertise to carry out their reign of crime. GTA2 uses a rebuilt 3D engine with plenty of visual effects. Rockstar will release GTA2 in **October**.



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DUCHOVNY LOVE

You think you're a big *X-Files* fan? Pop singer Bree Sharp (left) has capitalized on her crush on *Files*' star David Duchovny to kickstart her career. Surely you've heard the 23-year-old hottie's super-catchy single (unless you listen exclusively to German death-metal stations). Typical lyric: "David Duchovny, I want you to love me, to kiss and to hug me, debrief and debug me." Wanna eyeball Sharp and her new album, *A Cheap And Evil Girl*? Click this way: <http://www.traumarecords.com/html/artists/breesharp/artist.html>

The X-Files

This PC port, coming in winter from Fox Interactive, has everything *X-Files* fanatics crave: Series creator Chris Carter wrote the game's story; the four CDs are crammed with original FMV footage starring David Duchovny, Gillian Anderson and other show regulars; and you'll contend with a twisting, multi-path plot.

You play field agent Craig Wilmore, who's assigned to assist agents Mulder and Scully in a new conspiracy-riddled investigation. You'll uncover clues, sift through crime scenes, interview suspects and try to uncover a cover-up. At key points in the game you'll make critical case decisions that'll affect the flow of the story and which ending you'll see.

Sure, the gameplay looks pretty basic, and FMV-based games are rare these days, but die-hard *X-Files* piles will surely eat this stuff up.



Formula One 99

The F1 game that started it all is back this November in its fourth incarnation. While the series has been better days, **Psynosis** hopes Formula One 99 will recapture the great racing gameplay of the original. No small task, the ambitious sim features all the teams, drivers and tracks of the 1999 Formula One season. Accurate vehicle physics mimic the behavior of an ultra-powerful F1 vehicle (so they say). Nasty crashes, better AI and two-player mode are on tap as well.



FIFA 2000

EA Sports' ever-popular soccer game just seems to improve with each version...and as more and more Americans get into the sport, it's becoming as important a franchise here as it is in the rest of the world. What will we see in FIFA 2000? Many of the usual features, plus a seriously improved graphics engine. Player models are more detailed than ever, and the 42 teams are represented more clearly than they ever have been before on the PlayStation. Watch out for it this fall.



MTV Sports: Snowboarding

Radical Entertainment, the developer and publisher of the so-so *X-Games: Pro Boarder*, is now busy at work on a new snowboarding game to be published by the slowly becoming-hipper-and-hipper **THQ**. The game, sponsored by MTV this time (instead of ESPN) will have the usual nighttime and dusk stages, one- or two-player play, dozens of tricks (that can lead to hundreds of combos), half-pipes and more. Better yet, this game has some killer tunes, courtesy of Ministry, Blink 182, Fear Factory and others. Best of all, there will be a Create-a-Park Mode, where you can design your own downhill courses (by placing rails, jumps, rocks and trees where you want). MTV Sports: Snowboarding is due out this October.



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Gallop Racer

Like fishing and mahjong, horse racing games are big business in Japan. **Tecmo** is riding on Gallop Racer with hopes of opening up an untapped market here in the U.S. As one of the only horse racing titles for the PlayStation, Gallop Racer straddles the divide between action and simulation, and manages to do both comfortably. You (and a friend) play the role of a jockey out to win the cup against 11 other untamed stallions. The outcome of the race not only affects your seasonal standings, but also your statistical odds.

Gallop Racer features a whopping 1,459 horses tearing it up on 30 different tracks in real locales. To preserve the unpredictability of horse racing, race outcomes are determined by weather, racetrack conditions, turf and just plain luck. Gallop Racer is slated for a **September** release. Feeling lucky?



Rollerball

Taken straight from the 1975 movie of the same name, Rollerball features a mix of roller derby, brutal fighting and strategic team play. The idea is to hold onto a ball for as long as possible while circulating around a ring. The opposing team does everything they can to knock the ball away, including brutal one-on-one beatings. Developer **Z-Axis** plans on finding a publisher within the next three months.



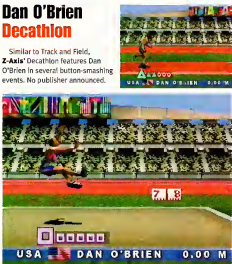
Cool Boarders 4

g99 Studios claims CB4 is going to be the snowboarding video game real snowboarders will like to play. This very well could be since the game features a number of pro boarders including Jim Rippey, Ross Powers and Shaun White, and a slew of real snowboarding clothing and gear. The game itself has been improved by way of an enhanced graphics engine, new play modes, special events (such as avoiding an avalanche) and a Create-a-Boarder Mode. Look for the game in **November**.



Dan O'Brien Decathlon

Similar to Track and Field, **Z-Axis'** Decathlon features Dan O'Brien in several button-smashing events. No publisher announced.



DID YOU KNOW?

Nothing exemplifies the oddity of Japanese gaming obsession like horse racing. The day before ASCII's Derby Stallion was scheduled to release in Japan, preorders for the game had already topped 3 million.



TEST DRIVE OFF-ROAD 3

We wonder how Jed Clampett's rig would fare up against those fancy vehicles in Off-Road 3. If he tweaked the suspension and threw off some of the chairs and crap, it'd probably do OK.

Test Drive Off-Road 3

Infogrames' Off-Road 3 lays down the smack with 30 licensed rigs including the exclusive rights to AM General's Hummer. A brand-new physics model and a multitude of upgrades crank the realistic punch a few notches above Off-Road 2. Fifteen real-world locations feature point-to-point and circular track layouts. A faster frame-rate and better control are on line as well. The game will be released this **October**.



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DID YOU KNOW?

An Intellivision III (mock-up shown on the left) was scheduled for a 1983 release, complete with more sprite-pushing power, better sound, backward compatibility, four controller ports, wireless joysticks and built-in Intellivoice action. Mattel designed the machine to compete with Colecovision, but unfortunately for all of us, it was never produced due to the electronic giant's financial troubles. Mattel also started work on Intellivision IV (with a built-in modem), but mounting losses for the company forced cancellation of that project as well.

Intellivision Classics

Boy, next to the Dreamcast, PlayStation graphics just aren't that hot anymore, are they? Actually, these are screens from **Activision's** newest retro games compilation. Intellivision Classics will contain 30 titles from one of the best gaming systems of all time, including Shark! Shark!, Night Stalker, Space Armada, Sub Hunt, Football, Astro Smash and one of our all-time faves, Snafu. Look for the compilation this **FALL**.



CyberTiger

Knowing how sensitive Tiger is about his public image, we're surprised he'd do the cartoon thing. Well he did, and it doesn't look too bad. Monster drives, crazy long putts and a wise-cracking commentator add a lighthearted mood to this action-oriented title aimed at the younger gaming set. Secret characters, courses and a directional ball are spotlighted as well. **EA** will release CyberTiger in **October**.



Scrabble

Now you can play Scrabble at home without having to deal with small plastic letters. **Hasbro Interactive** is bringing this classic crossword board game home in **October**. One to four players can play, choosing from a variety of modes—Normal, Solitaire and Tournament. The computer AI has eight levels of difficulty, from Novice to Grand Master. So have that pocket dictionary on hand for this one...



Breath Of Fire IV

A direct sequel to Breath of Fire III, the latest chapter in the Breath series features polygonal backgrounds and sprite-based characters. Each character is said to have 3,000 frames of animation, meaning that they should look great and boast fluid movements. Breath of Fire IV is due in Japan **this fall**. As of press time, **Capcom** has not announced any plans for a U.S. release, but you can almost bet money that it'll come overseas eventually.



Choro Q Wonderful

The Japanese love small deformed objects. Take **Takara's** Choro Q for example; the cult following for Choro Q-derived vehicle games is probably Takara's main source of revenue. In Choro Q Wonderful, you get to experience this obsession as it manifests in a slew of modes. There's the traditional racing, two-player stuff, but you can also play 9-Ball, soccer, or go on a quest with your penny racer. **CQW** is out **now**.



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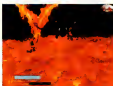
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To participate in this contest, visit the attached entry form or a standard sized poster confirmation form on-line. Address and phone number to the Ubi Soft Entertainment, 625 Third St., Third Floor, San Francisco, CA 94107. This contest is conducted only by Ubi Soft, Inc. neither Nintendo of America, Game Boy or Electronic Gaming Monthly nor their authorized agents or parent companies are in any way affiliated with this promotion. Nintendo of America, Game Boy or Electronic Gaming Monthly is not responsible for accidental entries. No purchase or payment of any kind is necessary to enter. One entry per household. No entries from outside the United States will be accepted. All entries must be submitted. All winners become exclusive property of the Ubi Soft Entertainment and will not be acknowledged or returned. The Ubi Soft Entertainment assumes no responsibility for late, duplicate, late shipping, incomplete, postage due or misdirected entries. Void where prohibited by law. All winners' names and local regulations apply. A winner will be selected from entries with the correct answers by random drawing on or around December 15, 1999.



Astro Trooper Vanark

With *Asmik's* latest 3D shooter, think somewhere along the lines of *Galaxy Force* and *StarFox* and you're probably close to the heart of *Vanark*. You play as Shun, a spunky pilot of the Vanark team, on a mission to Mars for the investigation of an evil uprising. The 3D action will be interspersed with copious amounts of beautiful FMV, in case you're jonesing for PlayStation 2 graphics today. *Vanark* comes out in **October**.



Robot X Robot

Nemesys gives the of *Carnage Heart* concept a heave ho and *Robot x Robot* is their latest offering. You program robots via an iconic flowchart and customize the look. Watch for it in **October**.



Ore No Ryori

Sony continues to push the frontiers of how the DualShock controller can be used. In *Ore No Ryori*, you play the owner, cook, bartender and cashier of a small ramen shop in Japan. Remember *Tapper*? Well, *Ore No Ryori* closely captures that frantic food-service-from-hell pace of gameplay. Everything you do is perfectly emulated by using the two analog sticks. This original recipe is ready in **September**.



Getter Robo Wars

Our retro '70s giant robot game of the month comes from anime giant *Emotion*. Part Super Robot Wars and part *Macross VFX*, *Getter Robo Wars* combines both effortlessly to bring you the most nostalgic experience possible. Relive the massive sideburns, the melodrama, the old-school mech designs, and best of all, swifly combine your three ships to form the robot variations. Fans of *Getter Robo*, unite in **September**.



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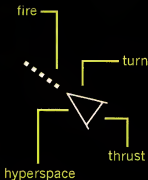
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PREVIEW GALLERY

WWF Wrestlemania 2000

Wrestlemania's hitting the mats everywhere, including on the GBC. This one- or two-player link game has quite a bit packed in, including cage, tag team, survival and more types of matches. The game also boasts a library of over 100 moves. **THQ** and **Natsume** are bringing this one out in **November**.



Carmageddon

It was going to happen eventually. When a franchise gets so successful...the Game Boy version is inevitable. Many of the elements from the PC game are in evidence and the developers (**SCI** in the U.K.) and publishers **Interplay** are keen to point out that the gameplay is quite similar. Look for it in **October**.



Deja Vu I & II

In the early days of PC gaming, there was a little point-and-click mystery game called *Deja Vu*. **Kemco** is bringing the game back in **October**, this time to the GBC. As Ace Harding, private eye, it's your job to solve two cases: one of murder, the other of money. Will you make it through alive?



Tiger Woods PGA Tour 2000

Tourney, Stroke, Skins and Shoot-out are available in this one-player game. Take Tiger on several true-life courses, control back-spin and adjust for the wind as well. Look for this **THQ** release in the **fall**.



Toy Story 2

THQ brings the action of the Disney sequel to the small screen this **fall**. As Buzz Lightyear, it's your job to rescue your pal Woody from the clutches of an evil toy collector. Join old friends and new faces from the movie as you run, jump and fly through the game's eight levels. To infinity and beyond!



Rainbow Six

It's surprising what can be done with the Game Boy these days, and **Red Storm's** version of *Rainbow Six* is one of the most amazing. Moving the gameplay to a top-down view, it manages to incorporate many of the features from its big brothers. The tactical element is retained in shocking detail. Available this **fall**.



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PREVIEW
GALLERY

Pinball 2000: Star Wars Episode One

We're always willing to cover pinball games that push the envelope of a long tradition. Let's face it, pinball games are a part of video game heritage. A while back we showed you Midway's latest coin-op gimmick dubbed Pinball 2000. This month, we got hands-on with Midway's latest entry in its Pinball 2000 series: *Star Wars Episode I*. The heart of Episode I Pinball is still very much a physical, tactile experience; bumpers, flippers and tilts still apply. However, in the middle of the machine is a holographic screen your ball can interact with. That's right, you smack the ball into the screen and beyond. A closer look reveals that the hologram is produced by a convincing mirror reflection set into the playing field. By aiming and hitting certain targets on the screen, you proceed toward a mini-game set in one of Episode I's cinematic locales. Your ultimate goal is simple: finish all the mini-games to spell out J-E-D-I. Yes Padawan learner, very good. Midway hopes to ship Episode I Pinball this fall.



Strider 2

Everybody has fond memories of the original *Strider* coin-op, so it wasn't a big surprise that *Strider 2* became the talk of many **Capcom** aficionados at E3. Running on the somewhat dated System 12 hardware, *Strider 2* is a 2.5D platformer that tries to rekindle the fire which warmed the hearts of gamers in the '80s. And since it's System 12, we can probably expect to see an appearance on the PlayStation.



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PREVIEW
GALLERY

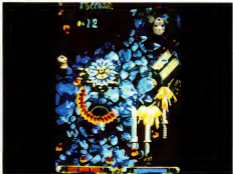
Virtua Striker 2 Version 2000

In terms of graphical quality, Virtua Striker has consistently been unsurpassed in its splendor. The latest Virtua Striker (version 2000) is the first of the series to use Sega's Naomi arcade hardware. The result is a fast and fluid game with loads of extra animation to boot. Aside from excellent visuals, Version 2000 has a number of other improvements and gameplay tweaks. Passing now feels much tighter, and Sega's upped the difficulty level so that "fluke" goals happen much less. The recurring "lobbed ball" bug from Virtua Striker 2 has also been taken care of. Aside from a little slowdown when there are more than 10 players on the screen at a time, Version 2000 is an amazing sequel. Thankfully, a Dreamcast version has been announced!



Guange

While 3D seems to be the de facto standard in new arcade titles that want to attract potential quarters, **Allus** has catered to a hardcore 2D shooter demographic that's sure to find its niche. In Guange, you control a team of Japanese warriors tearing through feudal Japan. Like more recent top-down shooters (194X or Battle Bakraid), your choice of power-ups is wide-ranging. Guange is out **now** in Japan.



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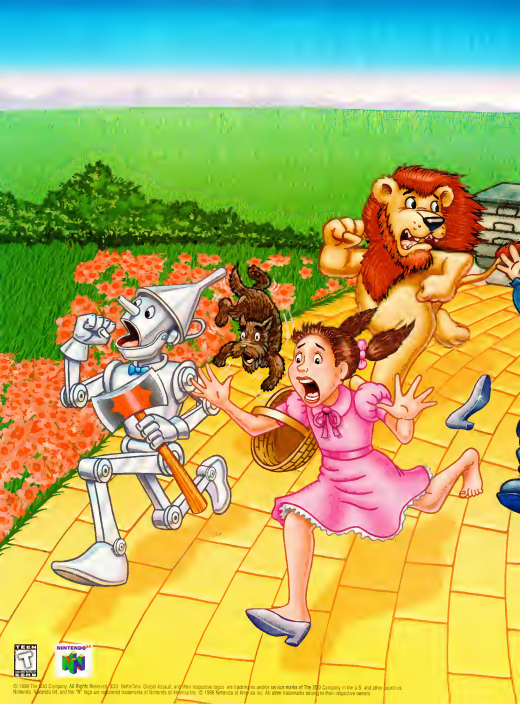
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MAN IS BACK IN THE
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BY JOHN DAVISON

Strewn across a table at Activision's headquarters in Santa Monica, Calif., is a collection of items that stands as testament to Spider-Man's revival. We see a plastic figure that works like a Rock'em Sock'em toy. We see a newsletter from Marvel hyping the ride at Universal Studios in Florida and the impending reruns of the original cartoon series. Tucked behind a bunch of action figures from toy giant Toy Biz there's even a box of breakfast toaster things with Marvel stuff plastered all over the back. Factor in the new movie due to hit in the summer of 2002 and the new TV series scheduled to start on Fox in early October, and you have a pop-culture phenom in the remaking.

The announcement of the new game—due next June for the PlayStation—couldn't come at a better time. And its hero couldn't be more deserving of the mainstream street cred his game will bring. Spider-Man, originally conceived by Stan Lee and Steve Ditko, appeared in 1962 in the final issue of *Amazing Fantasy*. It immediately became one of the most successful comic book stories around, joining Superman and Batman in the annals of superhero history. That issue of *Amazing Fantasy* sold better than any other issue, and it helped Lee and Ditko assert their vision of a "different" kind of hero—a teenage kid who had to deal with many of the same problems as "normal" kids his age.

Riding the fortunes of parent Marvel Comics' history, Spider-Man saw some real highs and lows over the past 37 years. He has fallen victim to rampant commercialism. He

PHOTOGRAPHY BY RAFAEL FUCHS



SPIDEY SKILL #14

Web Swinging

Peter Parker, Spider-Man's boy-genius alter ego, designed wrist devices that shoot webbing when he double taps their palm-mounted activation buttons. Worn beneath his gloves, the web shooters squirt a sticky thread (similar to nylon but stronger) up to 60 feet, allowing him to swing around town and save hundreds of dollars a year on bus fare.



SPIDEY SKILL #27

Wall Walking

Spidey can mentally control the flux of inter-atomic attraction between molecular boundary layers. In English: He can stick to stuff with his hands and feet, even through thin materials such as socks, gloves or his spandex costume.

Superhero Movies Make Lots of Cash

Batman and Superman pretty much have the superhero scene cranked when it comes to movie franchises. It is good to see that their domestic gross is raked pretty much in order with the level of quality for each movie. And it's interesting to note that the most recent superhero flick, the appalling *Batman & Robin* (1997)—a travesty that saw Joel Schumacher plumb new depths (for shots in Batman's boots!) with the imagery, made less than *Superman II*—a movie released in 1981.

Batman	\$251 million
Batman Forever	\$184 million
Batman Returns	\$162 million
Superman	\$134 million
Superman II	\$108 million

starred in numerous terrible TV shows (plus one that was decent, *Spider-Man: The Animated Series*, which ran on Fox between 1994 and 1997). He's the subject of one of the silliest, catchiest songs ever written (all together now: "Spider-Man, Spider-Man, does whatever a spider can"). And he was partly responsible for the making of another comic book legend, Todd McFarlane. The man behind *X-Men* and arguably the best action-figure line in the business, McFarlane was previously an artist at Marvel Comics who helped shape some of the finest latter-day *Spider-Man* imagery, including the awesome spider-hat guys Venom and Carnage.

But what of the game? Like so many other merchandising ventures, Spidey's previous forays into the game world have been fraught with mediocrity. "No one's ever really done him justice," claims Joel Hewitt, president of developer Neversoft. "He's appeared in various forms over the years, but he's certainly never been seen in a 3D environment before."

Neversoft is a relatively small development studio contracted to Activision and based in Woodland Hills, deep within the hot and sweaty end of the valley in L.A. Previously they've enjoyed the dubious honor of getting to finish off an earlier "big" project for Activision, the Bruce Willis-pastiche shooter *Apocalypse*. And just down the hall from the team working on *Spider-Man* you'll find a bunch of guys putting the finishing touches on the Tony Hawk skateboarding game (note that *Spider-Man*'s graphics engine is the same one used in *Tony Hawk*). Neversoft's offices are ensconced, quiet and populated by a group of dedicated guys and one large, fleefy, white Samoyed dog called Logan, who likes to sit and watch people play video games all day. Fortunately for him, the team's latest creation is well past its early R&D phase and is now running on a large TV in the company's conference room, as we all sit around admiring the inherent *Spider-Man*-ness of the whole thing.

"We've really looked at this as putting Spidey into a 3D cartoon environment," explains Dave Stohl, executive producer on the project and the man who runs things from Activision's end of the deal. Although still very early in development, the first level is pretty much complete and serves as a way of illustrating some of the ideas that we can expect to see when the game is released next June. As the level begins, Spidey stands atop a building looking out over the skyline of New York.

Something immediately looks "right" about the way he stands, the way he shifts his weight, the way he gently bobs up and down. He looks springy, sticky even. "Getting him right was a real challenge from day one as we took the game through R&D," says Chad Findley, lead designer. "Originally we looked into working with motion-captured moves for him, but after some playing around we realized that if we wanted to capture the whole *Spider-Man* look, we weren't going to



SPIDEY SKILL #8

Superhuman Strength

Just 'cause he's not buff like the Hulk doesn't mean Spidey's a lightweight. With his proportional spider strength, Webs can bench press about 30 tons. Combine that with his hyper reflexes and Spidey's just about unstoppable.



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Character Recognition

Recent research, produced by marketing research agency Aldes & Associates for Activision, while they were working on the deal to sign Spider-Man, revealed some interesting facts concerning which superheroes are the most recognized. The percentages reflect how aware the total group polled were of each character.

Batman	99.3%
Superman	98.3%
Spider-Man	95.5%
X-Men	88.2%
Incredible Hulk	82%
Wonder Woman	80.3%
Captain America	79%
Spawn	72.8%
Posterior Fear	68%
Shade	31.8%



be able to do it with some guy in a mo-cap studio. Those poses you see in the comic books...you can't get a real guy to do that kind of thing. Even a gymnast is going to have trouble shifting his weight about and getting into some of those really dynamic poses."

So how did they get around it? Neversoft's art director, Chris Ward, picks up the story. "We looked at the artwork from the comic books, hailed the model and animated it all by hand," he tells us in his thick Yorkshire accent that many of his co-workers find difficult to comprehend. "But that wasn't half of the problem. Once we'd worked out how he was going to look and move, we had the whole problem of moving him around in a 3D environment." As the demo continues, Spidey leaps into the air on screen and moves into a signature web-swinging animation. As he swings from skyscraper to skyscraper it begs the question: What does the webbing stick to when he does that? "We watched the

old cartoons and it always appeared to be firing up into the clouds," Ward says, smiling. "We're working on a game, not a Spider-Man simulator, so after a lot of fiddling about, we eventually stopped worrying about things like that."

The game's web-swinging action is quite dramatic though, and we spend the next few minutes just zipping about and sticking to walls. We also eyeball some great effects as we examine the cityscape—one of the buildings looks like it's fully refraction-mapped, so that you can see the city in its mirrored windows, while in the distance there's a huge skyscraper with a number four on the side of it. "We've got some great ideas for some Easter eggs," Stokl tells us as we put two eed two together and realize we're looking at the Fantastic Four's building. "Peter Parker and Johnny Storm—you know, the Torch guy from the Fantastic Four—well, they're supposed to be like best friends. So if you head over to the Four's building a few



SPIDEY SKILL #38

Spider Sense

A tingling sensation at the back of Spider-Man's skull warns him of impending danger—whether it be punches, bullets or the Kingpin's helicopter come to slice him from the sky. Spidey can also use this sense to track signals from his "spider-tracer" devices.



times, it'll switch to a scene where the two of them are just hanging out and stuff."

Findley explains that Spidey's web slinging isn't the most problematic portion of the game's development. "We soon realized that the biggest problem we were going to face with this was that he can go absolutely anywhere within the environment," Findley says. "Normally with a 3D action game you can pretty much control where the player goes and you can shift the camera to follow him. What the hell do you do with Spider-Man though? He can crawl across the ceiling, up the walls—you name it, he can do it."

To illustrate this point, Findley takes Spidey to the top floor of a skyscraper, crashes down through a skylight in the roof and immediately drops as into one of the game's lateral environments. The camera pulls down behind the hero before sliding back and panning up high as he leaps and sticks to the ceiling. The team has made use of some clever transparent textures to make sure that they can always keep the camera on Spidey if he gets into difficult-to-see places. Jump up onto the ceiling and you see transparent ceiling tiles for Spidey to cling to as he crawls along facing you. It takes a while to get used to at first—but it seems to work remarkably well. "Once we'd played with the camera for things like that," explains Lead Programmer Dave Cowling, "we then had the issue of moving him from one surface to another...we've got him on the ceiling, but now we've got to let him go anywhere."

Once the issue of Spidey's travels in 3D space is addressed, we come to the matter of the game itself. With a physically challenging subject like Spider-Man as a study, it's a wonder the team has had time to look beyond the physics and think about the game mechanics. After all, crawling around and sticking to stuff isn't the only thing that the red-and-blue friendly neighborhood chap can do.

"The Spider-sense is obvious...we'll have the Dual Shock vibrate when he's near danger," Findley explains. "As for the webbing...when we looked through the comics we discovered that over the years they've let him get away with pretty much anything," he laughs. "You can see him do the obvious stuff like firing the stuff and swinging with it, but he also gets pretty crazy—you see him make shields out of the stuff, he cocoons himself up in it, he ties up the bad guys with it, fires projectile webbing. If you can think of it, they've probably done it in the comic. We had to really take a step back and think about how we were going to handle it."

To illustrate his point Findley fires a line of webbing at a passing bad guy and yanks him toward Spidey, who subsequently lays out a quality head-butt, dropping the bad guy to the deck. Cool, Findley fires again. This time the webbing is used to swing a bad guy into a nearby wall, knocking him unconscious. "The only rule, and this is something that's enforced by Marvel, is that you can't kill anyone," Findley says. "You can knock [bad guys] out, tie them up, mess them about—but you can't kill people." This

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The history of Spider-Man games:
www.videogames.com

More info on everything Spidey:
www.sigmas.net/spiderman/



is something of a problem for the game's early design, as while we were swinging about on the rooftops we kicked a number of bad guys off the ledge so that they plunged to their deaths. "Yeah...we've got some ideas that got around that," says Findley, smiling. "We're thinking either parachutes...which could be a bit stupid but fenny...or we're thinking that Spidey could fire a web at them and just leave them hanging there."

But will we see the sort of funky web-fashioned projectiles, cocoons, toots, etc., Spidey wields in the comic? "We're going to try to get a lot of stuff in," Findley says. "From the beginning you'll be able to swing about, tie people up, pull them toward you and fire projectiles...but as you go on we'll introduce some special button combos that'll let you do some other cool stuff too."

As a study in bringing a 3D comic book character into a 3D world on the PlayStation 2, the Spider-Man project is already shaping up very nicely. But the game is still nearly a year away from completion, and Neversoft is keeping quiet on much of the plot and gameplay goals. "We don't want to give away too much, but we've managed to come up with something that will pull in all of the major bad guys from the comic books," Findley says, it looks as though the final game will bring in all of the major elements of Spider-Man's history—Carnage, symbiotes, the old bad guys and the new. "We've got a bit less than a year to go on this," explains Findley. "All of the basic stuff is done—we know we can make it work. We've got a solid engine, and some cool tricks up our sleeves, so now we can just concentrate on level design."

So is this an all-out action game, or are we going to see something a bit more "detective" like? Maybe something more akin to the stories in the comic book? "The action is important, and that's why we've got all of the combat stuff scaled down," Findley explains, "but we want the level design to reflect the spirit of the comic book. There's going to be some sneaking around, there's going to be some humor...we've got to get it all right." Although early, the initial level design seems to place a certain amount of emphasis on sneaking around in an almost Metal Gear Solid kind of way. Major locations are guarded by bad guys, but Spidey can get past them without engaging them if he crawls around and flicks switches with his webbing. Once the team working on the Tony Hawk game is finished, a lot of the staff at Neversoft will move over and begin working on level design. "We've been through hundreds of ideas already," Findley says, "so now we've just got to narrow it down to, I dunno, maybe 30 or so for the final game. Everything's in place, it's just a case of piecing it all together and then testing it out."

As contributions to franchise revivals go, the Spider-Man game is certainly looking more impressive than most. For some bizarre reason the majority of superhero games have sucked the big one—just ask anyone who's played Superman 64 or any of the appalling Batman games unleashed in the past five years. If Neversoft remains true to early indications, it could well snag a lot of new fans into the series. The next couple of years should see Spidey appearing all over the place. Forget the '60s series coming out as video, or UPN racing it to its Super Hero flock. Forget the toy line or the fact that he appeared in the Rosebud parade. You can even ignore the kid's meal at Carl's Jr. The good stuff is yet to come—the new TV series in October, the movie in 2002 (if it ever becomes entangled from its legal problems) and the game when it's unleashed next June—and Spidey fans are going to love it.



OLD-SCHOOL WEBSLINGING

The History of Spider-Man Video Games

Our sister Web site, www.videogamas.com, recently looked back on Spidey's spotty video-game history. Here are a few standout titles from the past 36 years of console wabbling.

SPIDER-MAN

Publisher: Parker Brothers

System: Atari 2600

Release Date: 1983

Spidey-Who? The webbed wonder leached his video-game career on this ancient Atari 2600 cartridge, which had him doing the usual comic book stuff. He'd climb buildings with his webbing, rescue hostages and defuse the Green Goblin's bombs. Success earned him extra webbing fluid.

Remember when... If Spidey missed a building with his webline, he'd tumble streetward and stave the ground with a satisfying harsplat.



SPIDER-MAN

Publisher: Sega

System: Cole-co

Release Date: 1991

Superfriends: One of the more successful games to run on Sega's System 32 Board, the Spider-Man arcade title featured slick graphics and four-player action. Once fighting over who got to be Spider-Man had ended, three other players could choose from Sub-Mariner (aka Namor), Black Cat or Newbaya. All the characters had the usual punching, kicking and midair attack techniques, as well as projectile weapons.

Remember when... Spider-Man was released shortly after Konami's successful X-Men arcade title, thus giving Marvel's premiere characters a major presence in early '90s arcades.



SPIDER-MAN/X-MEN IN ARCADE'S REVENGE

Publisher: LJN

System: Game Gear, Game Boy, SNES, Genesis

Release Date: 1996

Good, not great: Released on four systems (the Super NES version was the best), this game had a lot of potential. Cyclops, Storm, Wolverine and Gambit are all kidnapped by the sinister Arcade, and it's up to Spidey to rescue them. After you save 'em, those X-Men become selectable characters, each with unique abilities (adamantium claws, optic blasts, etc.). The gameplay was simple: Run around in a 2D maze collecting flashing icons in a specific order while avoiding robots, laser fire and other pitfalls.

Remember when... This would have worked great except for one excrecating flaw on the part of Spider-Man: He couldn't shoot his webbing while in midair.



SPIDER-MAN VS. THE KINGPIN

Publisher: Sega

System: Genesis, Sega 32X, Sega CD

Release Date: 1994

Spidey at his best:

Unlike the constant fighting in *Maximum Carnage*, the action in this Sega title was true to Spider-Man's character. Instead of simply scrolling and punching, you had to navigate a series of two-dimensional mazes while defeating bad guys. Skill in web swinging and wall climbing was paramount; the levels couldn't be completed without using Spider-Man's superpowers. Spider also had a limited number of web cartridges. To increase his amount of webbing, the Peter Parker persona had to take shots of Spidey in action. The more dramatic the shot, the more money J. Jonah Jameson would pay.

Remember when... Spidey would fatigue as the game progressed and would need to rest back in his apartment in the loving arms of Mary Jane.



SUPPORTING ROLES

When he wasn't bashing bad guys in his own games, Spidey was helping out superpals as a hit player in several hero-themed titles. No doubt you've seen Webs in Capcom's fighting games, but do you remember his between-level appearances in LJN's *Punisher* or the *Gum Boy*? Or how about Spidey's strangest cameo of all—as the Boss in Sega's *Revenge of Shinobi* for the Genesis? (Turns out he was an imposter posing as Spidey.) Here's the rundown of games guest-starring Spider-Man:

- *Marvel Super Heroes*—Arcade, Saturn, PlayStation, 1995
- *Marvel Super Heroes: War of the Gems*—Super NES, 1996
- *Marvel Super Heroes vs. Street Fighter*—Arcade, Saturn, PlayStation, 1997
- *Marvel vs. Capcom*—Arcade, Dreamcast, 1998
- *Punisher*—Game Boy, 1995
- *Revenge of Shinobi*—Genesis, 1989

(Contributed by Doug Truman of Videogames.com)

SPIDER-MAN GAMEOGRAPHY

- **Spider-Man**
Parker Brothers, Atari 2600, 1983
- **The Amazing Spider-Man**
Rare, Game Boy, 1991
- **Spider-Man**
Sega, Arcade, 1991
- **The Amazing Spider-Man 2**
Rare, Game Boy, 1992
- **Spider-Man: Return of the Sinister Six**
LJN, NES, Game Gear, 1992
- **Spider-Man**
Acclaim, Genesis, 1992
- **Spider-Man/X-Men in Arcade's Revenge**
LJN, Game Gear, Game Boy, Super NES, Genesis, 1992
- **The Amazing Spider-Man 3: Invasion of the Spider Slayers**
LJN, Game Boy, 1993
- **Spider-Man vs. The Kingpin**
Sega, Genesis, Sega CD, Sega 32X, 1994
- **Spider-Man: Web of Fire**
Sega, Sega 32X, 1994
- **Spider-Man/Venom: Maximum Carnage**
Acclaim, Super NES, Genesis, 1994
- **Spider-Man/Venom: Separation Anxiety**
Acclaim, Super NES, Genesis, 1995



SOMEWHERE, GEORGE HAD MADE A MISTAKE. His Catalan opening had been flawless. Yet, somehow, his opponent had forced his retreat and now held him in check. With his only remaining rook lured out of position and pinned, the situation appeared hopeless. This isn't Chessmaster, he thought, there is no replay option in this game. His mind raced back to the magnificent chess sets of Chessmaster. The lessons learned. The gambits and endgame strategies. The Chessmaster opponents against whom he had matched wits and sharpened his game, as he progressed through tutorials in various levels. The voice of the Chessmaster, coaching him. And suddenly, in his hour of need, he heard the voice again: "Counterattack in the center... N-Q4." Why hadn't he seen it before?



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ANATOMY OF AN ARACHNAHERO

SPIDEY'S DUDS

Peter Parker silkscreened his costume's classic design on a spandex bodysuit soon after he got his powers. No word on where he keeps his keys, though.

WEB SHOOTERS

Peter Parker's wrist-mounted contraptions can shoot three types of webbing: a thin line for swinging; a thicker, more complex web; and a thick goo for making bad guys stay put.

CARTRIDGE BELT

Webb's brass belt holds 30 web-fluid cartridges, which he snaps into his shooters when he needs a reload. The buckle doubles as Spidey's Spider-Man-face flashlight.

SPIDER-MAN FOR REAL?

Sure, Peter Parker's transformation from supergeek to superhero wasn't a terribly complex process. You knew the deal: A common house spider that had been irradiated by a particle beam bit poor Parker when he attended a lab demonstration on the safe handling of nuclear waste. The bite endowed Parker with the proportionate speed and strength of a spider, and he was bound for superhero superstardom. Simple, huh?

But before you Spidey wannabes scour laboratory dumpsters for radioactive arachnids, bear this in mind: Spider-Man is a comic book character, and real life just ain't that exciting. "Nothing would happen to you if you were bit because a spider is so tiny," Alex Liedsay, laboratory manager of the Florida Institute of Technology's biological sciences department, told us when we inquired about the consequences of a real-life bite from an irradiated bug. "The amount of radioactivity in the bite would be so minuscule that it wouldn't hurt you or affect you at all—unless it was a Black Widow or other poisonous spider."

So, if you do decide to don spandex and fight crime the Spidey way, you'd better wear a safety harness. The only surface you'll be sticking to otherwise is street concrete when you slip and go kar-splat.

Just remember, whatever happens, **KEEP PEDALING.**

Every paperboy needs three important things: balance, a sense of direction, and a cool bike. Fast legs don't hurt either. Now in 3D, the arcade classic returns on Nintendo®64 for an added dimension of fun.

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3rd person chase camera.



Over 45 routes, 100 interactive
obstacles and Rumble Pak support.



Perform aerial tricks, find hidden
tracks, and play bonus levels.



Upgrade your bike with better
traction, suspension and gears.

PAPERBOY



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VILLAIN GALLERY

Four Fiends from the New Game

SCORPION

Real name: Mac Gargan

Superskills: Scorpion possesses the same wall-sticking abilities and superhuman strength as Spider-Man, as well as an armored, spiked tail that can shoot bio-electric blasts, tear gas and acid.

Why he's a bad guy: Spider-Man antagonist J. Jonah Jameson inadvertently created his own worst enemy when he paid Mac Gargan to undergo an experiment that would endow him with super powers. Jameson hoped to unleash Scorpion as Spider-Man and thus rid the world of the web-headed menace. The experiment, however, drove Gargan mad. He's now fueled by his hatred of both Jameson and Spidey.



A SHORT TIME LATER, ON A MANHATTAN STREET WHICH HAS BEEN TURNED INTO A BATTLE ZONE.

I'VE GOT NO TIME FOR THIS SCREW UP!

I'VE BEEN HERE TO FIGHT SOMEONE!

JUST LIKE THE OLD DAYS. NOW I'VE GOT MY OWN PRIVATE BATTLE!

THINGS HAVE CHANGED A LOT FOR ME SINCE THEN.

CHANGED AND CHANGED AGAIN.

CHANGE IS GOOD. DON'T YOU THINK?



RHINO

Real name: Unknown

Superskills: Rhino's an indestructible bruiser capable of bench pressing 80 tons when he gets really, really mad.

Why he's a bad guy: Rhino was just a small-time crook who foreign spies experimented on him to create the ultimate assassin. Months of chemical and radiation treatments augmented his strength, while his skin-tight bodysuit was crafted from composites nearly impervious to damage.

**Feel the Power,
Feel the Pounding,
Feel the Speed...**

Feel the GLORY

GALLOP RACER

**GO HEAD-TO-HEAD IN THIS
ACTION-INTENSIVE
HORSEPOWERED
RACEFEST**

Just like in real horse racing, no two races are alike: race outcomes are determined by racetrack, conditions, pack and luck. A great party game for players and spectators alike, you can be the jockey, or select watch mode, and be a spectator. As the jockey, you decide when to hold back, move inside, move outside and go for the lead - horses even change lanes, get bumped, get blocked and lose ground on curves. The winners are put out to stud, and the losers, put out to pasture.

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Instant replay

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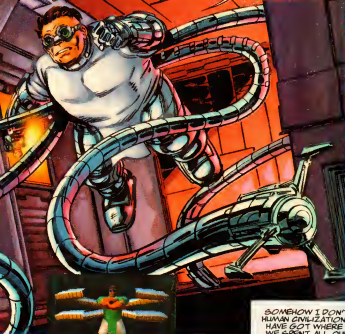


DUAL SHOCK

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TECMO

I'LL FIND HIM AND THIS TIME I WILL MAKE SURE HE'S DEAD!



DR. OCTOPUS

Real name: Otto Octavius

Superskills: Doc Ock wears a harness with four extendable metal arms capable of lifting three tons each that can strike with the force of jackhammers.

Why he's a bad guy: Dr. Octavius, a brilliant atomic researcher, invented his chest harness to handle nuclear materials. When a freak lab accident exposed him to radioactive organic liquids, his harness bonded to his skin and nervous system. The blast drove him criminally insane, and one of Spidey's oldest nemesis was born. Note that Dr. Octopus has since died in the comic series and a new Dr. Octopus II has begun making the rounds. But that story line involves Spidey clone and other complicated plot twists not covered in the game or movie, so we'll not worry about them either.



LIZARD

Real name: Dr. Curtiss Connors

Superskills: Lizard's powers are comparable to Spidey's. He's slightly stronger but not as fast, and he can climb walls with his clawed hands and feet. Lizard can also summon and control reptiles within a mile radius.

Why he's a bad guy: Dr. Connors served as a surgeon in the Army until he lost his arm in an explosion. Determined to regrow his lost limb, Connors studied reptiles for their regenerative properties. He devised a serum that not only grew back his arm but also frequently transforms him into a ravenous lizard beast.



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- Tape Fender to Chassis
- Strap Down Hood
- Renew Life Insurance Policy

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MARVEL'S REVIVAL OF A LEGEND

*A Much-delayed Flick and a New Series
Could be Just the Spin Spidey Needs*

The announcement of the game for PlayStation (and also probably other systems at a later date) is just a small part of Marvel Entertainment's plan to help bring back Spider-Man as a mainstream character that's at the forefront of everyone's mind. You've probably seen some of the recent efforts such as the "Got Milk?" campaign (which you may have seen in the pages of EGM) and the ads on TV for the ride at Universal Studios, but over the next few years we'll see a lot more.

To get the skinny on everything Spidey we spoke to Marvel Enterprise's head-honcho Avi Arad, the president and CEO who's in charge of guiding the franchise back toward the light. Arad is a busy man and managed to squeeze some time in with us between engagements as he travels through Boston. "There's definitely a revival of our major franchises," he tells us. "Spider-Man is one of the most recognized superhero characters in the world, and he is our number two property after the X-Men, which we are also developing at this time."

So what of the revival? The much-anticipated movie has



3D Bomb Lobbin' from Hobgoblin

Adding to Spidey's pop-culture resurgence is the new Amazing Adventures of Spider-Man ride at Universal Studios Florida. Watch a CG Spidey duke it out with Doc Ock in 3D while environmental effects like heat and mist blast in your face.

been through a lot of problems in recent years, and was even described by *L.A. Times* writer Michael Miltzik as the "Hape diamond of the movie business, cursing many of those who have laid claim to it." At one point there were five lawsuits piling before L.A. Superior Court Judge Valeria Baker, with as many as 18 separate written agreements at issue. Many of the companies associated with the deal have gone bankrupt, including Marvel Entertainment itself. Many famous names have been associated along the way, including James Cameron, whose \$3 million film treatment produced in 1995 is claimed to be "brilliant" by all that have seen it, including Spider-Man creator Stan Lee.

Arad believes the Spider-Man flick's curse is behind Marvel now. "The Spider-Man movie is still in bondage at the moment, but Sony Pictures will be releasing it in the summer of 2005. They still have some copyright issues to clear up right now though." This sounds very hopeful considering the whole thing has been a complete mess for more than 13 years. "The screenplay is pretty much done, and it has been written by David Koepp who wrote the screenplays for *Jurassic Park* and *The Lost World*," continues Arad, "although we are yet to sign any talent to play the lead role. We want someone who can bring the spirit of Peter Parker and Spider-Man to the screen. We also want someone who will sign on to the franchise for some time...we don't want a situation like they had with Batman." Whaa pashed on who he'd like to see in the role, Arad didn't evade the issue. "Someone like Leonardo DiCaprio or Ryan Reynolds would be perfect," he said.

Although the movie is still in the future, the new animated TV show is due any day now, premiering on Fox Kids in the first week of October. "It's called *Spider-Man Unlimited*," explains Arad, "and it's something a little bit different to what you'd expect." How so? Spidey has been through so much in the past 37 years, could anything really be a surprise? "The whole show is based on a 'coaster Earth' where the bestial race is dominant and the humans are the underdogs. Peter Parker has to go there because of J. Jonah Jameson, but since he's there the show is going to deal with a lot of different issues. He's going to have to deal with not fitting in...he's rejected by the bestial race because he's not all spider, and the humans reject him because he's a freak. It's going to be different from how you've seen Spidey before...he looks basically the same, although his suit is going to have some of the symbiote qualities like it had in the Secret Wars."

Sounds a bit different from previous Spidey animated shows—especially since Spider-Man Unlimited has a defined beginning and end. "The show has a definite life cycle," Arad said. "It will be 26 half-hour shows, and at the end of the series he will return to Earth. By then it will have dealt with a lot of issues, from human rights to friendship. We'll then start a new animated show after the movie in 2005." 🕸

SIZE MATTERS



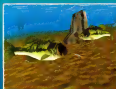
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PlayStation Launch Game

Battle Arena Toshinden

Like any good launch game, developer Tose's Battle Arena Toshinden looked great and played well too, but did it push the system and captivate casual gamers as much as Soul Calibur will?

Review Crew Scores:
8.5 7.5 8.0 8.5



Converses weren't strangers to such 3D graphics when Toshinden launched alongside the PlayStation in the U.S., but the game's visuals still paled to wire-frame setups. It may look basic, choppy and outdated today, but this thing dropped many jaws in 1995.



Twice much as the general effects that made the PlayStation so special found their way into Battle Arena Toshinden. It packed alpha blending, colored shadows, high poly counts for the fighters, detailed texture maps and 3D backgrounds. The only effect left out was fancy real-time light-source trickery.

Dreamcast Launch Game

Soul Calibur

There's no doubt Namco's Soul Calibur is a better game than Toshinden. But is it better at showing off the Dreamcast than Toshinden was at pushing the PlayStation? Let's compare...

Review Crew Scores:
10 10 10 10

As impressive as Toshinden was for its time, Soul Calibur is even more convincing. It's impossible to play this game for more than five minutes without saying, "Wow!" You'll be unable to restrain yourself from commenting on the fighters' animations or level of detail. The complexity of the gameplay and the tight control will floor you. Soul Calibur is the hands-down winner here.



Soul Calibur has just about everything Sega could want in a Miller 1995. It was created by Namco, one of the three best and most respected game developers in the world. It's a sequel to a critically acclaimed fighting game. The hype surrounding it—from both gaming press and word-of-mouth—is insupportable. Only its status as a fighter keeps it from being the perfect game for everybody.



Yes, yes, just Soul Calibur on the Dreamcast, even beyond being a mere play-perfect arcade port—it actually looks better than the color-only original. Alas, much better, in fact. The edge-high poly counts made possible on the Dreamcast mean you're seeing characters who don't look like they're built from polygons at all. And let's not forget the amazing animation, which wouldn't be possible on a system with less RAM.



Wow factor

Is it a good launch game?

Does it showcase the graphics?

With *Soul Calibur*, Battle Arena *Touhou* played just fine with a JoyPad controller, a fighting stick, and it's a lot easier to pull off the *Final*-style moves. The four-button attack configuration wasn't too taxing on the hand, and character-revision setups worked so well *Sony* were mimicked in many fighters to come.

It's hard to believe now, but *Sony* was an unknown commodity in the gaming biz when the PlayStation launched in '92. But Battle Arena *Touhou* proved that *Sony* could recognize and publish good games for its systems. Gamers who pushed down \$300 for the console could relax, confident that more good games were on the way.

Even if fighting-games fanatics weren't blown away by *Touhou*'s simplistic, weapon-based action, the game still generated plenty of buzz for the PlayStation. Positive reviews and in-store *Touhou* games led to brisk business for *Sony*.

Touhou was a no-brainer buy for die-hard gamers, but to the uninitiated it just looked like more goofy game stuff. It would take stylish titles like *GameBoy* and *Nippon* to lure new gamers.

Sony's nice, but...

Does it make you like the controller?

No one on staff will play *Soul Calibur* with the JoyPad. This game shows just how bad the pad is for fighting games.

Does it instill confidence in the console?

When first-generation games look and play this good, we get calls thinking about what second- and third-generation titles will have to offer. And we can't imagine PlayStation 2 and Nintendo Dolphin launch games looking better than this. Heck, *Soul Calibur*'s so good it even has naysayer *Sega* analysts in Japan thinking twice. Of course, confidence in the Dreamcast will decline a bit if *Hasepe* only makes a couple more games for the system.

Does it lure gamers to the system?

We saw it ourselves at E3: Show-floor stallions who claimed they weren't hot on the Dreamcast became instant *Sega*-phobics the second they laid eyes on *Soul Calibur*. It may not be as great a leap as *Legend of Zelda* was from 16-bit games, but *Soul Calibur* still looks like pure butter. If anything you can play on the PlayStation and Nintendo 64, it's not just early adopters who'll cross the game—all gamers will want *Soul Calibur*.

Does it lure new people to games?

Sims story: *Soul Calibur* looks great and all, but it's still a fighting game—not a deep one at that. If any browser is going to draw mainstream passers-by into gaming, it'll be *Final* 2 *Remix*.

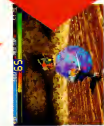
Which has the better dominatrix?

...we'd rather be tied up by *Psy*.

The Winner Is...

Touhou helped the PlayStation get noticed, but *Soul Calibur* pushes the Dreamcast harder than any other launch game for any system. **EXE.**

Soul Calibur



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Power Tools

Peripheral Reviews

Any RC racer will love the feel of this controller, since it's basically an RC controller for the Playstation.



Pro Racing Grip

Company	System	Price
Blaze	PS	\$29.99

We like the Dual Shock-compatible Pro Racing Grip because—not counting full-on steering wheel and pedal setups—there's nothing more natural than controlling a car in a game with an RC-style stick. We aren't too hot on the movement of the trigger underneath and the feel of the buttons on the back, but the control itself is right-on. The digital pad on the base is pointless though—we just couldn't get used to it.

www.xpioneer.com

Shock 'N' Rock

Company	System	Price
Nyko	GBC	\$29.99

Like other power packs for the GBC, the Shock 'N' Rock attaches to the battery compartment and is held in place by a sliding headphone adapter. Force feedback is determined by music volume, so it has a tendency to vibrate too much. If used moderately, this thing provides up to 10 hours of gaming on a full recharge. And it looks cool.

www.nyko.com



AC Adapter included

Big bulky, transparent—we really like the Shock 'n' rock. It's a quality Game Boy add-on.



A dual plug lets you use the pad with N64 and PS. Sounds cool, but it's not all that natural.

Universal Rocker Pad

Company	System	Price
Naki	PS/N64	\$29.99

No doubt we enjoy seeing innovative and cost-effective products come through here, but sometimes they just don't quite work out. This is the case with this Universal Rocker Controller. It looks like a standard PS Dual Shock—but closer inspection reveals a plug for PS and N64. Does it feel natural on the N64? Not really. But perhaps after an intense training seminar and lots of practice it may. It's a great concept, but a poor execution.

www.nakiusa.com

ion

The buttons feel rather cheap, but they work just fine.



Gold/Silver Pads

Company	System	Price
Innovation	PS/No4	\$29.99

We should let you know: From a technical standpoint, these controllers are nothing special. In fact, they're a step below the quality of the first-party No4 and PlayStation pads. The buttons feel somewhat shoddy on both, and the No4 pad in particular will probably be too small for those with large hands. Really, it's the gold and silver finishes on these controllers that win us over. We just don't think the fancy look is worth \$25.30.

www.innovations.com



Duke Memory Cards

Company	System	Price
InterAct	PS/No4	\$14.99

Like the Lara Croft Memory card we reviewed some time ago, these Duke Nukem versions are simply a standard InterAct Memory Card or Memory Pak with a molded Duke stuck on the end. Sure, the things work just fine and the molds are accurate-looking, but do you really want a big Duke sticking out of your PS2, or hanging off of your No4 pad? We don't. Perhaps InterAct should rethink this concept.

www.interact-acc.com

Correction from last month: Like the Garrihawk Pro, the Xplorer FX does, in fact, have virtual memory onboard for saved games. This does not, however, affect the products review score.

AFTERMARKET DREAMCAST ACCESSORIES

With the release of the Dreamcast upon us, it's only natural to be thinking about add-ons and such. And there are certainly plenty to consider. Besides the Sega stuff (extra pads, a keyboard, fishing reel, Jump Pak, VMU, etc.), a myriad of third-party companies are getting in on the Dreamcast peripheral action. Here's what we know so of: **precisive**



Dreamcast. The Alloy ArcadeStick is a sturdy fighting stick. The Starfire LightBlaster (pictured left) will aid you in destroying zombies in House of the Dead 2 and the

Radius RacingPad...well, it is a racing pad, InterAct also has a TremorPak, a variety of standard DC pads in a bunch of different colors, a VMU and a fishing controller. No word on a DeadDrive or other such items yet.

MAD CATZ

Word on the streets is Mad Catz will be handling the release of Sega's first party gun—but this has not yet been confirmed. Other than this possibility, Mad Catz has the Force Pak, MCo Racing Wheel (pictured above right) and standard DC controllers. They also have a variety of AV cables.



AGETEC

Handling the release of some Sega first-party add-ons, Agetec has the kick

ass Arcade Stick (something we use in our hee-ho Soul Calibur matches, pictured lower left) and the solid Rally Wheel.

NYKO

Nyko has a DC controller, Jump Pak, light gun and AV cables available.

PELICAN

In addition to a light gun and GT2 racing wheel (funny name, eh?), Pelican is offering a DC carrying case.



INTERACT

In addition to AV cables and such, InterAct has a slew of controllers and accessories available for the



Review Crew

Crispin Boyer

Sure, a few so-so games slipped into the mix, but the Dreamcast's launch lineup still leaves Crispin awing, now that he has gotten to play everything. He's also glad the whole thing's over—all those launch games plus the emotionally draining FFVIII have Cris ready for a four-day weekend. Whew.

Current Favorites
Final Fantasy VIII, Dino Crisis, Legacy of Kain

Favorite Games
Action, Adventure



John Davison

The rounds of playing Soul Calibur for money are getting out of hand. At some point, John and Shoe are going to have to start wagering more than just cash in order to raise the stakes. Cars? Houses? Wives?

Current Favorites
Soul Calibur, Soul Reaver, games with "Soul" in the name.

Favorite Games
Action, Racing



Dean Hager

Dean's seen enough DC games to last a life...well at least a week or so. No doubt the landscape of titles has been a handful. Luckily management has promised the editors a trip to Dairy Queen for Cream Blasts! But only if the boys can survive the next three months...

Current Favorites
Madden NFL 2000, NCAA Football 2000, Ready 2 Rumble, WWF Attitude

Favorite Games
Sports and Racing



Shawn Smith

So much has happened since last month. Shawn got himself a mullet cut, then a regular cut, bought a new vehicle and still managed to review a bunch of games. He didn't get to review as many DC titles as he would have liked though. But that's OK—he'll play them later on, at his leisure.

Current Favorites
Ready 2 Rumble, Shadow Man, Dino Crisis

Favorite Games
Action, Adventure

Che Chou

Che's summer recap: air conditioners, Monkey Dreamcast, haircut, FFVIII, SNES, Chicago posse, DCM, Soul Calibur, heat waves, jazz at the Empty Bottle... nights in the ghetto, dim sum, cell phones, and a most horrible July.

Current Favorites
Final Fantasy VIII, Soul Calibur, One No Ryori, Omega Boost, Tetris Attack

Favorite Games
Fighting, racing



Chris Johnston

After a much-needed vacation in Florida, Chris came back rested and ready to crank on some of those Dreamcast launch games. Always a fan of Sonic, Chris could be found repeatedly dying at the hands of the final Robotnik in Sonic's game. Just like he did on Sonics v.3!

Current Favorites
Sonic Adventure, Soul Calibur, Final Fantasy VIII

Favorite Games
Adventure, Puzzle



Dan Hsu "Shoe"

Definition of addict: when Shoe comes in every day and challenges co-workers to dollar games of Soul Calibur. Right now, Shoe is \$20 poorer because of certain people's cheap ring-out tactics. Good thing he's making up for it by bouncing on poor Johnny England (who owes Shoe \$15).

Current Favorites
Final Fantasy VIII, Soul Calibur, Seaman

Favorite Games
Strategy, Puzzle

This could be YOU!

We need to replace young John Ricciardi with someone who can take on the responsibility of Reviews Editor. You need to be a good writer, editor and organizer, and really know your games.

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60522-3338



This Month...

This month has been a real biggie for us on the Review Crew. We've managed to round up nearly all of the Dreamcast launch games, although there are some unusual exceptions. You'll notice that we don't have House of the Dead 2 this month. As we go to press a light gun still hadn't been produced that was compatible with the American software. No light gun, no game. So we'll cover that next month. Bummer. You'll also notice that we're spotlighting a game with a full page of coverage this month. This will be a regular thing where we go into more detail on one of the games that we feel we need to illustrate more points on. Sometimes it will be game of the month. Sometimes not. 🐱

Our Philosophy

10 9 8 7 6 5 4 3 2 1 0

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Our Awards



Platinum Awards go to games that get four 10's, the best and rarest review a game can get.



Gold Awards go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 receive **Silver Awards**.

Airforce Delta



Publisher: Konami
Developer: KCE Yokohama
Featured In: EGM #120
Players: 1
Supports: N/A
Best Feature: Cool replays
Worst Feature: Generic gameplay
Web Site: www.konami.com



I've played plenty of flight-combat games on the consoles—and even more true flight sims on PCs—and nothing comes close to matching Airforce Delta's crisp, detailed jet and terrain models or its sense of raw speed. Throttle up to max, slam the earth and you'll see what I'm talking about—this thing moves! But how does it play? Well, **don't expect the game's as missions to thrill you nearly as much as the visuals.** We're talking basic arcade-style stuff here. Most sorties have you taking out scattered ground targets and a few bothersome airborne bogies, just circle the mission area over and over, unleash missiles at the enemy, repeat until all targets are cleared. You do get a few stand-out missions, such as a run down a tight canyon and a dash through the cramped innards of an enemy base. The hefty collection of more than 30 airplanes, which you buy after successful missions, helped hold my interest. There's some pretty cool jets here, including futuristic experimental fighters and even expensive Harrier jump jets that open once you beat the game. It's too bad the jets don't pack virtual cockpits or more viewing options to help you tell 'em apart when you fly 'em. The only time I could eyeball my jets was during the mission replays, which really look way cooler than anything you saw in Top Gun.

Crispin

It's not realistic enough to be a full-on simulator, and it's not rewarding or fun enough to be an Ace Combat-style arcade game. **What's it trying to do?** It offers the freedom to fly anywhere, but doesn't offer you the freedom of movement that you crave in the early levels. The weapons effects are pathetic, and blasting bad guys from hundreds of miles away is hardly thrilling. The graphics are slick—but so what? It's just not fun. One to avoid.

John

Yes, AD is great-looking and mighty fast but that alone doesn't sell the game for me. **If it's truly an arcade game then it should behave like one.** The explosions aren't exciting plus shooting non-targets doesn't do anything. The graphics is placed on eliminating targets alone rather than enjoying the destructive power of the jets. Sounds slick but that's half the fun—blowing stuff up that is, not just flying. Even so, flight fans should definitely check it out.

Dean

This is an arcade-style flight shooting game much like the original Ace Combat, only prettier. Fly close to the ground or over water and a sense of speed will rush over you. Especially impressive are the replays you can watch afterward. As a game though, it's pretty basic. Some of the later missions are cool, but don't seem nearly as cool as those in Ace Combat 2 or 3. Worth a rental just to check out what the DC can do with a flight game.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
8	6	3	5

Blue Stinger



Publisher: Activision
Developer: Climax Graphics
Featured In: EGM #120
Players: 1
Supports: N/A
Best Feature: Wicked-looking monsters
Worst Feature: Horrendous camera angles
Web Site: www.activision.com



It's hard to believe a game that looks this good could be this disappointing, but trust me—Blue Stinger is riddled with flaws. For a survival-horror game, this thing sure is dull and tedious. The story is a mess of confusing plot points, awkward cutscenes and mundane busy-work puzzles. I could barely follow the plot, and half the time I don't know why I was supposed to find such and such card key or throw a particular switch. Certain game events—such as when your character leaps off a towering, exploding gas tank, then walks away without a scratch—even defy logic. And while the swear-word-indulgent voice acting isn't terrible, the lip syncing is laughably bad. At least the monsters play their roles convincingly. The game's mutant beasts are truly nightmarish: Just don't expect many sudden crap-you-pants scares like in the Resident Evil games. In fact, Blue Stinger's color palette is too bright and happy to cultivate any fear in the player. The only real terror here is the camera. To its credit, Activision fixed many of the Japanese original's camera problems, but awkward view angles still pop up frequently. Too many monsters got in too many cheap shots just 'cause the camera was pointing straight down. Above all, **Blue Stinger lacks polish.** The animation's bad. Control is stiff. Sit tight and wait for Code Veronica.

Crispin

After a disappointing debut as an import, I looked forward to the U.S. re-release of Blue Stinger with camera fixes and other tweaks. The new over-the-shoulder camera works better but not nearly as well as it should. There's just no excuse for the camera to wander off when you're fighting a boss. Despite the changes, Blue Stinger remains a launch title that's more a technology showcase than a quality game.

Can you survive the horror of this game? **Chae**

Despite impressive visuals, Blue Stinger is a disappointment. The survival horror bar has been raised by games like Dino Crisis and Resident Evil 3, making Blue Stinger pale in comparison. **Music ranges from overly dramatic to cheesy,** your character is constantly slowly running (despite being an action game), and monsters can kill you while you're drinking the soda that replenishes your life plus gameplay is drab. It's pass on this one.

Chris

If you want a fix of survival horror, you're probably better off waiting for Veronica. Blue Stinger may look really nice (especially some of the bosses...the final monster looks incredible) but it's really spoiled by some things that just make you think "why did they do that?" **It's almost like parts of it weren't thought through enough.** I'm with Crispin on this one, although I'm surprised he didn't mention the music...it's the first thing you'll want to kill.

John

VISUALS	SOUND	INGENUITY	REPLAY
8	3	4	3

Hydro Thunder



Publisher: Midway
Developer: Eurocom
Featured In: EGM #121
Players: 1-2
Supports: Jump Pack
Best Feature: As close to the arcade as you can get
Worst Feature: Slowdown in two-player mode
Web Site: www.midway.com



Hydro Thunder is one of my favorite games ever, and Eurocom has done a good job of bringing it to the Dreamcast. Only the hardcore arcade fan is going to notice the slight differences, none of which affect the way it plays. The ramps don't bring it, lens flare through walls, train being off-iced on Lake Powell, alligators swimming horizontally instead of vertically...I may be picky, but if these things were fixed it would've been arcade-perfect. Considering that this is likely to be the best home version of Hydro Thunder available, it's too bad it's not closer to the arcade. **Even if you're good at the arcade, there's plenty of challenge,** as you're forced to use the lower-powered boats in the beginning to unlock the game's higher levels and more powerful waterfalls. So many things that could've been put into this to make it the definitive version are sadly missing: a good tutorial mode to test out the controls and for those new to the game to learn how to play, a "ghost" mode so you can race against your fastest time, a tournament mode so you can go straight through all the courses without having to go back into the game's menu, a "free" mode where you could take on tracks without computer players, etc. Still, with all this missing, it's a great game that racing fans will enjoy.

Chris

One of the best arcade racing games around makes a rocky transition to the Dreamcast. It's rather disappointing this is a straight port, no special console-only modes or treatments here, other than bonus tracks. It's also disappointing there's no four-player play, only a sluggish two-player mode. If you haven't had the chance to try Hydro Thunder, please do give this game a ride. It's an excellent racer with fantastic design details.

Shoe

Ignoring the anally retentive issues that some people in our office have with this (there are some staunch fans of the arcade machine) you have to admit that at its heart: **this is a fun, fun game.** There are enough secrets and bonuses to keep you interested, and while the controls aren't perfect, it feels pretty good for a boat racing game (they usually suck). My only minor disappointment is the multiplayer stuff. It slows down—and why no four player fun?

John

When I first started at EGM, we lived the Hydro Thunder life. Naturally, I'm going to notice differences between the two versions. To my surprise, the DC version fares surprisingly well against its arcade counterpart. Flame ribs, graphics and controls are nearly identical but if you're really anal like Chris Johnston, you'll point out that the alligators are pointing the wrong way. Split-screen mode, screw that. Yo, I wanna take this baby online!

Chae

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8



Marvel vs. Capcom

Publisher: Capcom
Developer: Capcom
Featured In: EGM #159
Players: 1-4
Supports: Jump Pack
Best Feature: The four-player Crossover Mode
Worst Feature: Impossible to play on standard pad
Web Site: www.capcom.com



One of the Saturn's strengths lied in its spritz-pushing power—no one could run a 2D fighter like Sega's *Rize 30-30* wonder could. Thank goodness the legacy continues with the Dreamcast. If you have any concerns that next-generation hardware will favor polygons at the expense of 2D power (ahem, *PlayStation*), don't worry: Sega's new system has enough RAM to handle the juggernaut of two-dimensional fighters. **Marvel vs. Capcom** isn't absolutely new, it's great for animation. **Marvel vs. Capcom** is well on the Dreamcast. Everything is large, fast and furious. And of course, full tag-team action is present (so you're playing the game the way it's meant to be played, unlike the *Versus* series on some other systems—ahem, *PlayStation* again). But this *Marvel vs. Capcom* is able to one up all previous installments in the series, including the arcade version, by offering a four-player mode. That's right: You can plug in four controllers and have each player take control of one of the four combatants. If both teams pull a double-team attack (variable Cross) at the same time, then you can have four active fighters on the screen at once, in a massive orgy of spritz love (still with no slowdown). It may seem sure to get arcade sticks for this game. It plays like dog poop on the standard Dreamcast controller.

Shoe

Sure, Capcom's fighting games looked great on PlayStation and Saturn. *Marvel vs. Capcom* on Dreamcast isn't just great-looking, but arcade-perfect. Richly animated characters and stages enhance the trademark true Capcom fighting engine. You could get lost in the extremely fast pace that some two-player matches will go at, and four-player cross battles are even more fun. Hopefully this one won't get lost in the DC launch shuffle.

Chris

If there's one thing that this really highlights, it's the fact that the Dreamcast joypad isn't suited for 2D fighters. It may be OK for *Soul Calibur*, but I had a really hard time playing this and had to switch to an arcade stick. That's due to an investment if this is the only fighter you want. As Capcom fighters go through, this is pretty damn priced, and it captures the arcade game wonderfully. Hours will disappear as you master it.

John

I've never been a huge fan of the CPS-2 titles, but I always buy them because they're so fun to look at. *MvC* happens to be a handy benchmark for Sega's Dreamcast because it handles the 2D chaos with such apparent ease. Like this version of *MvC* also for the four-player *Cross Fever* mode; hopefully we'll see more games in the future that take advantage of the system's multiplay. Oh, and *Shoe's* right, buy some arcade sticks for this one—we warned you.

Ché



NFL 2K

Publisher: Sega
Developer: Visual Concepts
Featured In: EGM #152
Players: 1-4
Supports: Jump Pack
Best Feature: Realistic graphics
Worst Feature: Play selection menu
Web Site: www.sega.com



Apparently Steven Spielberg was stunned when he saw *NFL 2K* in action at E3. No, really. Yes kids, it's mighty purdy but be careful not to let that gloss you over. You see, a certain other football game (which shall remain nameless) has conditioned us to believe stellar graphics equals poor AI. Thankfully that's not the case with *NFL 2K*. I'm not saying it's on par with Madden's AI but overall I'd give it a B. Our multiplayer games came out surprisingly close each time. A vast amount of plays (on both sides) offers loads of variety. Even so, there's some money plays as well as certain players who are too good, Randy Moss for example. Cranking the difficulty to All-Pro helps a lot. While I'm on the subject, the play menu displays the routes on the field as you select—that's very handy for football newbies. There's also an option to hide plays or use the VMU (only displays play name). Play-by-play is light and even funny at times (is this possible?). Some things I don't like: (a) slower game speed; (b) panned balls float in the air too long. Things I like: (a) awesome player animation; (b) good game-play (even—only for a first-generation title); (c) the game's ability to attract non-sporty types. And finally, the fact that a gorgeous football game is also fun to play—that's the most important one. *NFL 2K* is a must-buy game indeed.

Dean

Sometimes, a game looks so nice, you can't help but enjoy it a bit more than you would otherwise.

The animation in the biggest selling point here—it's amazing. The gameplay, however, couldn't be refined a bit. The passing game is way too easy (which would normally be fine for the more arcade-like experience, except it's not balanced with the overly difficult running game). The series' potential is here—I can't wait to see next year's edition.

Shoe

I was incredulous about how good *NFL 2K* would play after checking out the beta a few months ago. However, I like *NFL 2K* for its arcade-like gameplay qualities since sports sims really aren't my bag. It was easy to pick up and start QB'ing even if the play menu was confusing. My one gripe is that since it's a bit difficult to run with much success, you end up passing a lot, which makes for a pretty unrealistic game. A great launch title nonetheless.

Ché

Yeah, I know games on the Dreamcast look good, but I didn't know they could look this good. Flawless animation and beautifully articulated polygon characters litter the screen. What makes *NFL 2K* even better is how easy it is to get into. The controls make sense, play-selection is a breeze and the commentary is perfect. The two- to four-player stuff is when I had the most fun. If you only buy one sports game for your Dreamcast, make it *NFL 2K*.

Shawn



Power Stone

Publisher: Capcom
Developer: Capcom
Featured In: EGM #151
Players: 1-4
Supports: Jump Pack
Best Feature: Simple, arcade gameplay
Worst Feature: Too much jump/jumpy
Web Site: www.capcom.com



It may take some time (or a bit of hypnosis), but if you can convince yourself that Capcom can create a non-hardcore fighting game, then you'll probably have fun with *Power Stone*. Try not to put this in the same league as a *Street Fighter*. Instead, look at *Power Stone* as a simpler, more action-oriented arcade game (like say, Sega's *Virtual On*). If that's not your cup of tea, and you want blocking, strategy and 3D ball joystick motions in your fighting games, then look to *Marvel vs. Capcom* or *SAV*. I avoided. But if you want something you can quickly jump into and not have to worry about memorizing combos or knowing too many moves, then give this game a go. The frantic action, speedy animation and colorful graphics all make for a good time. The interactive backgrounds add a lot as well—roll over tables, break windows, pick up lamp posts...all in the safe confines of a video game environment. *Power Stone*, like *Midway's Ready a Runnin'*, is a great game to show off to the moon canal games in your group of friends—it's simple, straightforward and awfully pretty. Things can get annoying, however, when players start to learn how effective jumping around is (to set up or avoid attacks). Watch two *Power Stone* veterans play, and you'll see nothing but a lot of laying around, like two fleas in heat.

Shoe

I have mixed feelings about *Power Stone*. I think it's important that Capcom expand their horizons and experiment with new formulas. The problem with *Power Stone* is that it's simply not a fun game to play. Generally, like arena-based run and gun-type action but *Power Stone* feels imprecise. Much of the slowness comes from the feeling of being overpowered by the guy with all the power stones. Or maybe it's because *Shoe* plays so damn cheap.

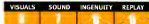
Ché

It's tough to ignore how much better than everything else *Soul Calibur* is, but in the absence of *Narciso's* libre game, *Power Stone* is actually pretty cool. The completely different nature of the environments takes some getting used to but once you're "tuned in" it's a rewarding game. Other, there's so much going on, and it's happening so fast that you end up relying on the Force or something to make sure you land your attacks.

John

Capcom branches out into an arena-based fighting game with *Power Stone*. It's a lot easier to pick up and get into immediately than any of the *Street Fighter* games, and it's fun just to see what kinds of moves you can pull off interacting with each stage's environments. Graphics have a fast, anime-style flair to them, while moving at a past pace. Don't put it in the same league as *Soul Calibur*, but this is yet another solid fighter on Dreamcast.

Chris



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Ready 2 Rumble

Publisher: Midway
Developer: Midway
Featured In: EGM #120
Players: 1-2
Supports: Jump Pack
Best Feature: Facial Graphics and animation
Worst Feature: Unbalanced Championship Mode
Web Site: www.midway.com



Let me preface this review by letting you know, I've only played Ready 2 Rumble twice before. So I'm by no means an RR master. This said, I have no idea exactly how I created a boxer in the Championship Mode that just can't be beaten. I did what came naturally: Picked my boxer (Alo Thunder, of course), played prize fights for cash, trained my boxer the training is really awesome by the way), played more prize fights, then went on to the title fights, etc. When it was all said and done, and I worked up to the Gold Class circle, I didn't really need to block anymore—my stamina was apparently that high—and I easily became the champ. I promise I didn't use any special tricks—I just played it like anyone else would. What this means though is the game became somewhat boring around my 40th win...with no less to speak of. Does this mean the gameplay and difficulty level should've been tweaked more? Definitely. Does it affect the game so greatly that it makes RR completely un-fun? Absolutely not. There are still a lot of characters to play through the Championship Mode, with not counting the Arcade Mode and never-ending two-player excitement. Group this with the best animation and facial graphics I've ever seen, and you have yourself the coolest boxing game to date. It really is incredible. **Shawn**

Sure, this game suffers from teeny problems. Like Shawn says, things get kinda easy—and kinda dull—once you build up your fighter in Championship Mode. And this certainly isn't the deepest fighting game ever. Just stick and move, then throw your fighter with some cool m-mi-games. But who cares? Ready 2 Rumble is really, really fun. Take one look at the amazing motion capture. Play a quick bout with a buddy. Then you'll be hooked. **Crispin**

RRK punning is most of the competition when it comes to being a system showcase title. It looks great and handles even better. Like real boxing, however, the action can get a bit mind-numbing after a bit. Even the one-player game, which seems great at first with the ranking system and training mode, can get old really quick. RR is best suited as a party game. Buy it, open up all the packages, then boot it up for when your casual-gaming friends come over. **Shoe**

I couldn't be happier with the amount of multiplayer excitement this game brings. Even if I was strictly a two-player game with no other modes, it still gives it an R+ on Xbox. The animation, especially the facial expressions are downright incredible. I really like how each boxer has his/her own set of combo punches, it makes for some exciting combos. I didn't have as much luck as Shawn in the Championship Mode, it seems pretty balanced to me. **Dean**

VISUALS SOUND INGENUITY REPLAY



Sonic Adventure

Publisher: Sega
Developer: Sega Enterprises, Ltd.
Featured In: EGM #116
Players: 1
Supports: Jump Pack, Internet
Best Feature: Great graphics and gameplay
Worst Feature: Camera problems, a bit glitchy
Web Site: www.sega.com



Sonic Team has brought the essence of what made Sonic such a great game on the Genesis and translated it into 3D. Memories of late nights finishing the Sonics of the 16-bit days flooded back. Adventure is a masterpiece of a game, every inch finally detailed. It proves that you can make a 3D game that has the gameplay of a classic 2D platformer. Sonic never was heavy on exploration (remember Blast Processing!), and Adventure's no different. This game is fast—if you get motion sickness easily, Sonic will give it to you in spades—with hardly a hint of slowdown. More often than not you'll say "wow" after any cool part has already passed. This is the first platform game I can think of where the story interwined between seven playable characters so well and so differently. Each of SA's characters has new levels, bosses and objectives, making it feel like a new game with each one (and play through all of them to see the game's real end). Voices match the characters well without being cheesy. Only problem with this game is the camera. It takes getting used to as it switches automatically, causing your directional pad to switch too. That leads to a lot of accidental deaths. Even though it's fixed up quite a bit from the Japanese version, it's a long way from perfect. A true classic, and this is just the first generation. **Chris**

This is one of those must-buy launch games. Chris Johnston, the Sonic expert, found here, says it's incredible—I can't argue with that. What really blew me away is the imaginative level design—intense is only one of the words that come to mind. The sheer speed of the thing is most impressive as well. Some folks were saying it's make-you-sick fast, it's not quite that bad. Lasting for seven characters each with multiple routes makes for replay value galore. **Dean**

Even with all of the old-school Sonic nostalgia attached, Adventure is a game you should pick up for your Dreamcast. Do it now. No jokes, just a great game. Like Chris says, your jaw will drop more than once as you play through Sonic. It really captures all of the great things from 16-bit Sonic games and puts them into a natural, awe-inspiring 3D world. The only problems I have with Adventure is the camera and the character voices. But overall, it rocks. **Shawn**

This is one of those games that you're likely to buy whether we tell you it's any good or not. Fortunately it's a Dreamcast return to form for Sonic. What's most impressive is that it manages to capture the spirit of the old ad games in a gorgeous 3D environment. Sure, it may have some camera problems, and some of the boss fights might be intensely infuriating, but this is a great game with plenty to it. Crank the sound if you love hit metal. **John**

VISUALS SOUND INGENUITY REPLAY



Soul Calibur

Publisher: Namco
Developer: Namco
Featured In: EGM #122
Players: 1-2
Supports: Jump Pack
Best Feature: Graphics, controls, extras
Worst Feature: No rendered intro or ending
Web Site: www.namco.com



For the moment, let's look at Soul Calibur outside the context of being a Dreamcast launch messiah. If you're a fan of fighters, then you know the bond that develops between the player and the game. Like Namco's labor of love to perfect Soul Calibur on the Dreamcast, everyone here at EGM has fallen into a daily regime of training and hard work. All the bally-hoo has been over how good Soul Calibur looks (and it looks damn good), but there's also an amazing game engine behind all the visuals. Thanks to the consistent 60 fps animation, the controls are responsive, intuitive, and some of the only mecha scores. With the B-Way Run system, moving out of corners becomes an important staple of the winning strategy. If you lose to a rusty ring-out, it's really nobody's fault but your own. And don't think you're going to master Soul Calibur very quickly, because you're not, just because you know all the moves and can guard impact on a dime doesn't guarantee you a victory. Half of any good fighting game is the freedom it gives you to play mind games on your opponent. Soul Calibur's perfect controls, seamless interface and Guard Cancelling system make it a dense, intense, and tough to master. After playing Soul Calibur, there is no turning back...so other 3D fighter even comes close. Definitely one of my all-time favorites. **Chio**

I love Soul \$15 because of this game. But I'll get a back. It's not often that we get into a game so much that we start playing it for money. There is so much strategy and there are so many cool moves that this game will keep you going for months. I can't think of anything worse with it. The old Arcade modes are enough...but all the extra modes offer so many rewards that I'll keep you hooked. The perfect showcase game. The perfect 3D fighter. **John**

There is no better 3D fighting game on the market right now, period. The controls are unparalleled. The game is very balanced, no matter which character you pick. The fighting engine is unbelievably deep, yet intuitive (and leagues better than Soul Blade's). The hidden games we well worth opening up and much more rewarding than a Force or Ball Mode. And to think, this is first-generation software! Buy this game. It's absolutely amazing. **Shoe**

Without a doubt, this is the best-looking and playing fighting game I've ever played. Namco has outdone themselves this time, putting together a game not only that looks fantastic, but has the depth we've all come to expect from the Soul Blade/Edge series. Mission Battles alone pump up the hours you'll spend on this game not only playing against friends, but unlocking the secrets this game has buried within it. If you have a Dreamcast, buy this game. **Chris**

VISUALS SOUND INGENUITY REPLAY

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Speed Devils

Publisher: Ubi Soft
Developer: Ubi Soft
Featured In: EGM #523 (this issue)
Players: 1-2
Supports: Jump Pack, Rally Wheel
Best Feature: Gambling
Worst Feature: Gets REALLY tough
Web Site: www.ubisoft.com



I'll get the obvious comment out of the way first, so we can get on with the real guts of this review. The graphics are fantastic. There, I said it. No pop-ups, no glitches, no weirdness, just gorgeous, rock-solid visuals. Surprised? Thought not. Good-looking racing games are a necessity when a system launches, and thankfully Speed Devils offers a lot more than a boring race around in circles yawn-athon like Flare to Flag. Imagine something like EA's Beetle Adventure Racing only with hot rods, gambling and without the collectible stuff. Huge courses, super-competitive opponent AI, imaginative (and well-hidden) secret bits and plenty of cool add-ons for your car to keep things exciting. The real motivation here is cash, you've got to earn lots of it to get better cars and better equipment, so you've got to prove that you're a good driver to get it. Win races, but speed needs—or if you're really impatient place wagers with your opponents and bet either cash or your car that you can beat them at certain challenges. This really adds some tension to the proceedings and you'll soon find that you start to race for the wager rather than to win the race itself. **A word of warning though—it's tough.** You're going to have to invest an awful lot of time in this if you're going to open up the cool add-ons and the even cooler cars.

John

This is harsh but Speed Devils reminds me of Crus'n' World—youth. The cars are stiff and void of realistic physics. It's well and they bounce off like toy cars. I was hoping for something akin to NFS: High Stakes, sadly it's not quite the same. Thankfully the advanced cars provide higher speeds, power-sliding and more excitement. John's right, it's unreasonably hard to win the game. It got to the point where I lost interest and reverted to Arcade Mode.

Dean

As an arcade racer, Speed Devils is really fun. Similar to other racing games on the Dreamcast, the graphics are slick but the cars look sorta "flat" and the frame-rate is wacky-free. Power-sliding your mock classic look a little getting used to though; it seems you need to use your brake to slide around corners, but with a little practice, it can be done. I also appreciate the eye design in Speed Devils. They're huge, easy on the eyes, and full of shortcuts to explore.

Che

With a million DC racers vying for pole position, it takes a few fresh ideas to make one stand out. Speed Devils has enough cool bits to make it my favorite of the car racing games I've seen so far. The two-player Attack/Defend Mode is great—it lets me forgive Ubi Soft for not making this a four-player game. The whole gambling bit and earning cash by using speed traps provide a nice twist as well. Speed Devils is well worth a close look.

Shoe



TMN Motorsports Hardcore Heat

Publisher: ASC
Developer: CRI
Featured In: EGM #522
Players: 1-4
Supports: Jump Pack
Best Feature: Good graphics and tracks
Worst Feature: Bad control, slow
Web Site: www.ascgames.com



Hardcore Heat looks great, but looks can be deceiving. I've never been off-road, but I can't imagine that it would control like this does. For some measurable reason during races, your car will slow to a crawl (usually on turns or sand dunes/bumpy surfaces) even though you're flooring it. Tapping the gas helps some of the time, but not always. This gets in the way more often than not, and it's nigh impossible to power slide, making turns a mess. There's points where you'll be holding the analog pad to turn, and your car won't be turning at all. Very frustrating. The whole game lacks the sense of speed that a racing game, especially on Dreamcast, needs. The tracks look great, but inconsistent maneuverability demolishes any fun they'd be to race. Multiplayer is where you'd expect this game to shine, and two-player isn't bad, but suffers from patches of slowdown. Characters in Hardcore Heat hardly seem like the kind of people who would be into TMN, and the voices are just plain bad. I'm all for trash talk in a racing game, but the lines seem forced. One thing that is pretty cool about this game is the Jump Pack compatibility—makes you feel like you're really behind the wheel with different intensities for turning, going over rough terrain, etc. **Skip this one—there are plenty of better racing games out there.**

Chris

You figure any game with dumb bugs, monster trucks and a lot of off-road roam to move would be fun, right? But this game plays too straight to deliver anything more than mediocre thrills. Instead of outrageous jumps and shortcuts, you get straightforward tracks that look nice but are just plain dull. The bugs do control better than in the Japanese version—although they slow to a crawl in corners. I just wish there was more to the game.

Criffin

TMN Hardcore Heat is one of those games you should be careful of when a system launches. You see, it looks pretty good and often has a speedy frame-rate, which could very well sucker you in. But underneath all of this is a game with crappy control—more specifically, a racing game with incoherent control. In other words, don't bother playing it. Besides, Hardcore Heat just has a mediocre feel overall. Even the two-player isn't much fun.

Shawn

Dogs, I thought this was going to be good... sorry it's only so-so, if not worse. Turns out the slippery-side control problems are still alive and well. You really have to wrestle with the controls to keep the cars straight. On top of that they have that weird floppy look. Oh well, it's just a first-generation racing game. I shouldn't expect much. A few points for humor though, one of the male drivers has what a feminine lil' to his voice. Can you say Big Gay AI?

Dean



AeroWings

Publisher: Crave
Developer: CRI
Featured In: EGM #528
Players: 1-4
Supports: Jump Pack
Best Feature: Intense realism
Worst Feature: Frustrating advanced maneuvers
Web Site: www.cravegames.com



Now here's something that'll appeal to a rare breed of console gamer: You have to be a jet-kick wannabe to appreciate AeroWings. You have to be prepared for one of the most authentic and complex console flight sims ever. You have to find the idea of adjusting the degree of your takeoff flaps exciting. Fans of FlouWings will like the aerial obstacle courses of the game's Sky Mission Attack mode. But only the most hardcore aircraft pilots will have the patience for many of the later formation exercises. And multiplayer is so tricky it's more of a silly novelty.



Expendable

Publisher: Infogrames
Developer: Rage Software
Featured In: EGM #522
Players: 1 or 2
Supports: Jump Pack
Best Feature: Awesome graphics
Worst Feature: Can't see your guy amidst the chaos
Web Site: www.infogrames.net



Expendable is the late-'90s answer to early '80s games like Ikari Warriors and the original Contra. No-stop shooting, and very little thinking. Only the dithering of pupils as wicked explosions fill the screen. Rage games have obviously got the DC hardware down pat, as evidenced by the arty of pro-view-binding effects on display. They just need to up the ante on the gameplay a little bit. Reptilious in nature, Expendable attempts to spice things up with a bit of "find the key" action. An excellent example of flash over substance, rent before buying.





SOUL OF THE SAMURAI

CUT

THROUGH

THE

CRAP



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Publisher: Sega
Developer: Sega
Featured In: EGM #119
Players: 1-2
Supports: Steering Wheel, Jump Pack
Best Feature: Loads of real tracks and drivers
Worst Feature: Too easy
Web Site: www.sega.com

When Sega was looking for a new name for the U.S. release of this game, known as Supersead CART racing in its native Japan, they should have considered "Racing for Dummies." This game is so laughably easy and nontechnical that calling it "arcade-like" would be an insult to great Sega arcade racers of the past. The way to win at Flag to Flag is to keep the accelerator floored and simply run opponents out of your way. **Come on, Sega, this is supposed to be CART not bumper car races at the state fair.** Play this one on Hard for even a moderate challenge.

VISUALS	SOUND	INGENUITY	REPLAY
8	7	3	8



Publisher: Infogrames
Developer: General Entertainment
Featured In: EGM #111
Players: 1-4
Supports: Jump Pack
Best Feature: Great graphics, fun multiplayer
Worst Feature: Not enough tracks
Web Site: www.infogames.net

This is one of the weirdest, wackiest racing games you'll ever see. Multiplayer is where PenPen is fun—the one-player game isn't that challenging. You can customize your character by giving them various hats to wear, but there isn't much to go back to once you've beaten the game. What PenPen really needs is more tracks, more noticeable differences in the characters' abilities, and a faster pace with less "sectioned" tracks. **It's a fun, if very Japanese, "slicing" game, and if you're a younger gamer or have kids, this is a pretty safe bet.**

VISUALS	SOUND	INGENUITY	REPLAY
8	4	6	3



Publisher: Midway
Developer: Eucasom
Featured In: EGM #112
Players: 1-2
Supports: Jump Pack
Best Feature: Crisp visuals
Worst Feature: Dated gameplay
Web Site: www.midway.com

Chris summed this up with the comment, "You know what's cool about this game? Nothing." As franchises go, MK has just about run its course. Hardly anyone on the Crew was psyched to see this, something that Shoe referred to as "sorta MK 4.5." Graphically it's gorgeous, but the gameplay is starting to get a little old, even with the weapons and back-to-basics fatalities. The kombat-sorts team battle mode isn't that big a deal, and the lousy high-speed gameplay is starting to look ridiculous. What a shame this is the best U.S. fighting game.

VISUALS	SOUND	INGENUITY	REPLAY
8	5	4	3



Publisher: Sega
Developer: Sega
Featured In: EGM #119
Players: 1
Supports: Sega Fishing Controls
Best Feature: Get y'self sum fishin' in y' livin' room
Worst Feature: It's quickly become
Web Site: www.sega.com

Thankfully Sega of America decided to bring over this excellent conversion of the original Model 3 arcade game, Get Bass. Sega Bass Fishing offers an easy-to-play fishing game without all the mess. The graphics are first and simple, although the fish in the Sea's Legend of Zelda seemed to move more naturally. Compatible with Sega's fishing controller, hardcore fishing fans will want to pick this peripheral up since it offers force-feedback. It's too bad it doesn't offer any resistance on the spindles itself. **A quality fishing experience** nevertheless. Recommended.

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	7



Publisher: Ubi Soft
Developer: Ubi Soft
Featured In: EGM #120
Players: 1-2
Supports: Steering Wheel, Jump Pack
Best Feature: Awesome control
Worst Feature: No real-world drivers or teams
Web Site: www.ubisoft.com

Whoa! Talk about breathing new life into a relatively staid genre. F1 sims generally aren't the most gripping games around, but Monaco Grand Prix's near-perfect control and technical-but-not-sleep-inducing gameplay even made a fan out of Crispin. **The feel of this game is so dead-on, you'd swear Sega created the Dreamcast controller specifically for it.** On the down side, there's only one real-world track, Monaco, and no real driving. One last note: The game's stab of your garts Retro Mode is so much fun it deserves an entire game of its own.

VISUALS	SOUND	INGENUITY	REPLAY
7	6	7	9



Publisher: Cave Entertainment
Developer: Geeki
Featured In: EGM #122
Players: 1-2
Supports: Jump Pack
Best Feature: Smooth-as-frame-rate
Worst Feature: Stop-start racing is annoying
Web Site: www.cavegames.com

Better known as the "sequel" to the original Tokyo Highway Battle for PlayStation, Tokyo Xtreme Racer pits you against various "road-rivals," whom you race through crowded Tokyo traffic, with the goal of being first to the next checkpoint. With a Quest Mode to keep you occupied, TXR offers a lot of replay value. The graphics are very realistic (much better than Gen Turismo), running at a steady 60fps. However, the car models leave a little to be desired and the stop-start gameplay can be annoying. **TXR is a different type of racer that's not for everyone.**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	6	8



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Acclaim
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Publisher: Acclaim
Developer: Acclaim Studios London
Featured in: EGM #148
Supports: Rumble Pak
Best Feature: Track editor
Worst Feature: Annoying tracks, obstacles
Web Site: www.acclaim.net



From a conceptual standpoint, a video game where you race little RC-type cars around real-world environments works really well. The tricky part is making a game of this nature play well. And while **Re-Volt Racing** isn't a terrible example of an RC racer, it's not stunning. On one hand, the real-world environments in **RV** are a blast. It's cool how you can drive around on neighborhood streets and in a closed museum, etc. On the other hand, the realistic RC car physics and control often make play time more tedious than anything else. Courses have tons of obstacles and corners to get caught up on, and dips and ramps that'll flip you on your back like an incapacitated turtle. Usually this sort of thing is welcome, but when you throw in confusing tracks that often double-back on themselves, you have the ingredients for some frustrating and confusing gameplay. Maybe **RV** is a little too real. Sure, you'll find something if you stick with it, but the annoyance level in the early stages of this game are much higher compared to other racers. This is, even without all of this, **RV** isn't a terrible game. Its graphics and framerate are decent (except the medium-speed mode), and the multiplayer stuff is a lot of fun. Plus it has a cool track editor and lots of cars, tracks and other stuff to open up. It's slightly above average.

Shawn

Ever since **RC Pro Am**, I've hoped a remote-controlled car game would come out that'd be just as fun as the real deal. **Re-Volt** comes pretty close. I like being able to race around from the behind-the-car perspective, and some of the tracks (Oys in the Woods) are really cool, but the tracks are almost too detailed. They're stopped becoming tracks and have too many things you can accidentally bump, flipping or coming to a complete stop.

Chris

With something like Shiry's RC Coaster, the realism of the controls is welcome, but with a more arcade-style racer, the "realism" is a pain in the ass. If you're used to "real" racing games this just feels way too sensitive, and you don't have the time to admire some of the imaginative environments because you're too busy trying to get around the corners. Once you've got the hang of it, it's OK, but there are so many other racers that are more fun.

John

I've never played an RC racing game that was actually fun, and **Re-Volt** is no exception. To be fair there's nothing really wrong with the game except for the fact it's just not exciting. Two player races are mildly amusing but suffer from slowdown. **Settle mode, well... it's just plain dull.** It has a lot to do with the physics of an RC car. Are they really worth re-creating? In real life those things are on their backs half the time anyway. **Re-Volt** just doesn't do anything for me.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	6



Publisher: Acclaim
Developer: Acclaim Studios London
Featured in: EGM #148
Supports: Rumble Pak
Best Feature: Horrifying levels, graphics
Worst Feature: Confusing level design
Web Site: www.acclaim.net



If you're into the whole alternate-dimension, psycho-thriller sort of premise in a video game, **Shadow Man** is right up your alley. You play as a Samuel L. Jackson-esque character named Michael Lerlo, who doubles as the Shadow Man—a nether-world being who ends up with the task of saving all of humanity from the clutches of an ultimate evil. Sounds fun, and it is. Like most action/adventures, you have to gather various items and power-ups as you work your way through levels, solving puzzles, fighting bosses and what not. The difference is, the items you collect are dark souls, skulls and evil voodoo artifacts, among other things. The bosses are psychotic freaks. The levels, instead of being bright and colorful, are bloody, grim and often feature walls made of stretched skin (the graphics and textures are simply incredible by the way). And instead of characters who make funny noises, those of **Shadow Man** actually speak English and say "son of a bitch" a lot. **Shadow Man is definitely not for kids.** Thankfully, the standard 3D action adventure problems—awkward camera, tricky control, etc.—are minor in **Shadow Man**. Although, level progression is a bit confusing. Overall, **Shadow Man** is a well-made title that's serious but not so serious it's cheesy. It'll give you your money's worth.

Shawn

It took a while for me to get into, but after sticking with it for a while, I really got into **Shadow Man**. It's definitely something you have to sit down with for long sessions so you can properly appreciate the excellent story, and the wonderful design. My only complaints are that you can apply the same tactics to just about every bad guy in the game, and once you've got two certain weapons I won't spoil it for you) you can kill just about everything.

John

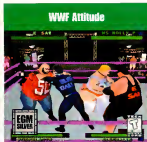
Shadow Man reminds me of what a darker, more disturbing version of **Tom Raider** would be like. It's not a game you're going to finish in a few hours. The levels are big and branch out into different sections so you're not always sure where to go next. Gameplay-wise, it's not groundbreaking and sometimes suffers from that very "Wii-looking" look, but it has its moments. For a 3D platform game, the control and camera are pretty solid.

Chris

I have a sick fascination with the movie **Angel Heart**, and **Shadow Man** instantly brought me back to that movie: **The game starts off a little slow, but you've got to let the story gather some momentum.** As I progressed along in **Shadow Man**, I found myself becoming more sadistic and over time with a strange urge to listen to **Thrashing Ankle**. You've also got to check out how much speech there is on this cart—at times, I almost forgot it was on the N64.

Che

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	6



Publisher: Acclaim
Developer: Acclaim Studios LLC
Featured in: EGM #149
Supports: Rumble Pak
Best Feature: Customizable everything!
Worst Feature: Poor collision detection
Web Site: www.acclaim.net



Do-it-yourselfers, take note: **WWF Attitude** lets you customize just about everything you'd want to in a wrestling game. If this (plus a roster update) is enough for you, then **WWF Attitude** is as good a buy as **Goldust** is a freak. But if you're looking for a much-improved gameplay engine, you'll be a bit disappointed. **Attitude** is very much like **War Zone**. They play almost identically, which is both good and bad—good because the game is fun, bad because the controls are a little sluggish and the collision detection is a bit hit-and-miss. Punches and kicks still happen like they're being performed underwater, but more annoying is seeing your flying clothesline tackle go straight through a guy because he's blocking, or seeing a drop kick connect even though the polygons didn't. Despite this lack of precision, **Attitude** is still an enjoyable romp in the squared circle. Each character has a wide variety of moves (all with different button combos, giving this game much more replay value than **Revelation**), and the cart is packed with new modes. What makes **Attitude** a true champion, however, is how customizable it is. Create-a-Player is deeper than ever, and even stuff like Pay-Per-View events and ring appearances can be tailor-made. **If you really like to personalize your games, then go get some Attitude.**

Shoe

Attitude isn't the most realistic wrestling game out there but it's still a net to play. **Create-a-Wrestler** is so damn deep with options it's scary. For the most part, the gameplay feels the same as last year. Getting your combo to take hold can be frustrating. The sound and commentary are weak and the players still move like robots. Yet even with the problems, it's still my favorite wrestling game. Multiplayer with weapons is the most entertaining mode.

Dean

Even if you're not a wrestling fan, buy this. The fighting engine has changed little from **War Zone**, but **Attitude** is still a deep and fun game. You get more than enough play modes. The multiplayer battles are a blast. **The real star here is the Create-a-Player stuff.** Even more so than in **War Zone**, you have total freedom to build any wrestler you want. Wanna create your friends, enemies, mom or even wrestlers from that other organization? Do it!

Chrispin

I may never understand why professional wrestling is popular, but I can certainly understand why professional wrestling games are—when **WWF Attitude** is around with its incredible new Create-a-Player mode. If for no other reason, buy this game for the four-player multiplayer create-a-player brawl. You and your friends will have endless fun and so many laughs that you'll may need medical attention—at least that's what it's like here at EGM.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	9

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- ◆ Rumble Pak Support

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Gauntlet Legends



Publisher: Midway
Developer: Atari Games
Featured In: EGM #120
Players: 1-4
Supports: Rumble Pak
Best Feature: Being able to save
Worst Feature: Repetitious gameplay
Web Site: www.midway.com



If you're not familiar with GL in the arcade, here's how it breaks down: You pick from a variety of wizards, warriors and archers, and then go on your quest through themed worlds. On your way, you kill countless numbers of monsters, and collect various magic and meats. This console version isn't much different. **It's a straightforward arcade game, and as such is pretty fun.** But it does get repetitive. Rely on the multiplayer mode for replayability. We also recommend saving in between levels in the one player mode and taking a break to avoid getting too bored.

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	7

Madden NFL 2000



Publisher: Electronic Arts
Developer: EA Sports
Featured In: EGM #123
Players: 2-4
Supports: Rumble Pak
Best Feature: Great gameplay
Worst Feature: Umm...nothing worth mentioning
Web Site: www.ea.com



The good news is, the PS and N64 Madden 2000 share the same developer. The bad news is, it doesn't translate as well on the N64. Little things mostly, the sound is a bit distorted, the players don't look quite as realistic and so on. **But on the whole, it's still a really good football game** and by far the best for the N64. Use the PS version, running is much easier this year. Special moves reap great rewards if used with skill. The animation is new and improved as well. If you have both systems, buy the PS version. If not, buy this slightly muted but awesome game.

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	8

Gex 3: Deep Cover Gecko



Publisher: Crave
Developer: Gratuitous Games Inc.
Featured In: EGM #118
Players: 1
Supports: Rumble Pak
Best Feature: Exclusive N64-only levels
Worst Feature: Awful camera
Web Site: www.cravegames.com



While the PlayStation version of Gex 3: Deep Cover Gecko received high marks, the N64 version doesn't seem to be quite as polished. The game is plagued by a jerky-jerky camera, blurry textures and occasionally jamming pop up. **On the plus side, you do get four N64-exclusive worlds.** The ability to change costumes and play as Cuz and Rex also adds some much-needed variety. Thankfully, developer Gratuitous Games has managed to prevent Gex from spouting the same lines over and over, which greatly diminished Gex 64: Enter the Gecko's humor.

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	7

Starshot Space Circus Fever



Publisher: Infogrames
Developer: Infogrames
Featured In: EGM #109, 112
Players: 1
Supports: N/A
Best Feature: 300+ characters
Worst Feature: A truly heinous camera
Web Site: www.infogames.net



Starshot is a hodgepodge of tried-and-true play mechanics from other 3D platform games, such as Nintendo's Mario 64 and Rare's Banjo-Kazooie. The only problems: Those games used them to much greater effect. In addition to a cumbersome steer-it-yourself camera and an occasionally severe loss of frame-rate, **the game is plagued by some of the censored, nondescript characters ever,** probably intended by French developer Infogrames to have "universal appeal." This game looks and plays like a first-gen N64 title and should be avoided like the clap.

VISUALS	SOUND	INGENUITY	REPLAY
3	2	3	3

Dino Crisis



Publisher: Capcom
Developer: Capcom
Featured In: EGM #125
Players: 1
Supports: Dual Shock
Best Feature: Cool 3D graphics
Worst Feature: Load times
Web Site: www.capcom.com



Despite what you might think at first, this isn't just another Resident Evil clone. Sure, it has a lot in common with its stable-mate, but it has enough new stuff to make you feel like you really are somewhere other than Raccoon City. The most obvious new feature is the fully 3D environment, something that you'd expect to really open everything up. Unfortunately, Dmo Crisis still mimics RE in the way it has to sit and load for a while every time you walk through a door. Don't expect Tomb Raider either; the "3D-ness" is only limited in the way it allows the camera to shift. As far as spooks and horror go, **I think it has to be said that dinosaurs aren't as scary as zombies—**although they can make you jump when they smash through a window and eat your friends. The whole story line is extremely reminiscent of Jurassic Park, so much so that one of the characters even comments that "this is just like that movie!" at one point. While the RE games seem to be erasing more on the side of combat as the new games come along, Dino Crisis emphasizes puzzle solving as its major gameplay dynamic. None of the puzzles are too taxing, but they're presented in an original way and range from simple codes to some bizarre spatial reasoning problems. It does have a tendency to repeat itself with the puzzles though.

John

Dinosaur fans, rejoice! Capcom has managed to take the survival horror genre, remove the zombies and insert an equally terrifying menace—prehistoric beasts with a taste for blood. Using real-time environments gives it a more cinematic feel, making it feel like anything could pop out to attack at any time. There's plenty of puzzles, though they could've been a little more difficult. **If you're a fan of Resident Evil, you won't be disappointed by Dino Crisis.**

Chris

After playing Dino Crisis, I've decided these supposedly extinct cold-blooded creatures suck. Ok, so maybe they don't—I'm just mad because they'd scared the hell out of me, and I killed me. The latter being a bigger problem of course. Seriously though, **Dino Crisis is pretty solid in all aspects—**gameplay-wise, graphical, sound, etc. There isn't much to complain about. Heck, even the voiceacting is decent. Any fan of RE should take notice.

Shawn

I don't know what John D. is talking about—I think the dino in this game are just as nightmarish as Resident Evil's zombies. They're quick, persistent and incredibly tough. This game frequently had me on the run, and it even freaked me out a few times—just as snazzy are the loads of puzzles. These aren't the simple take-item-from-point-A-to-B puzzles of the RE games. Dmo Crisis also packs lots of secrets, making for some hefty replay time.

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	7

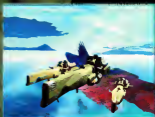
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Final Fantasy VIII



Just like in VII, you can pull off "limit breaks" in Final Fantasy VIII. However, in VIII, you can use them over and over again when you're in critical condition. Below, Squall devastates with his Renzokuken.



Regardless of my thoughts on Final Fantasy VII, nothing would prepare me for the emotional roller coaster that is Final Fantasy VIII. As a gamer who's more interested in an overall "experience" than the technicalities of stats and numbers, FFVIII's character development is the best of any RPG's I've ever played. People in your party whom you thought were stock stereotypes on disc are gradually evolve into fleshed-out personalities by disc three and four. Even your archenemies in FFVIII are more than just cardboard cutouts—each have his/her own motives, and in some cases, tragedies. What's more, the story is gripping and coherent. The plot will twist and seemingly spiral out of control before finally resolving itself in the finale. FFVIII's success in this area is due to the game's incredible graphics and FMV. Very few titles push the PlayStation this hard. While I stand by Square's decision to overhaul the series' magic and equipment system, I dislike the overemphasis on Guardian Forces and how you can't skip their animations. Be prepared to watch these mind-blowing sequences hundreds of times. Also, drawing magic quickly becomes a repetitive chore, but a necessary evil nonetheless. However, in contrast to how much I love this game, these gripes are minute. **FFVIII is the pinnacle of its genre.** God bless Square. **Che**

More than any previous RPG, Final Fantasy VIII immerses you so deeply in its story and characters that you forget you're playing a video game. Almost. Barries got tedious—especially since you have to sit through every Guardian attack (they're unbelievably cool the first time you see them—but not the second time, I like the new battle system). Like the huge overworld, I think the game an Ultima-like feel. Most of all, I like the characters. **Crispin**

Having lost interest in Final Fantasy VII before the end of the first disc, I was skeptical about VIII, but my doubts I had were quickly wiped away. Square has outdone itself this time, weaving a rich story line using a combination of FMV and real-time graphics that is nothing short of awe-inspiring. Its Guardian Force and Junctioning systems are very flexible, allowing the hardcore RPG fan to customize, while letting the casual gamer enjoy the ride. **Chris**

FFVIII's Junctioning and G.F. systems are awesome—they're really deep and draw you into the game like nothing else (well, except for Materia). The Card Battle Game is also fun (too bad you can't play two-player against your friends' sets in a true collectible card game tradition). **FFVIII is great all-around.** Though I do miss the incredibly useful FFX's characters had (where everyone has his/her own skills, and you're not customizing EVERYTHING). **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
9	10	8	7

Publisher: Square EA
Developer: Square Soft
Featured In: EGM #322
Players: 1
Supports: DualShock, PocketStation
Best Feature: The characters, the FMV, the plot
Worst Feature: The game will eventually end
Web Site: www.squaresoft.com

Final Fantasy VIII requires you to "draw" magic from your enemies to use now or later. Yup, that's the only way you gain new spells. Not only do you need to stock a bunch of spells to use in combat, you also need to "Junction" them to your stats in order to beef up your guys. Everyone on the crew was in agreement that the game could have used a little balance when it came to drawing magic. Since FFVIII encourages you to upgrade by drawing spells, a lot of time is spent just sitting there in combat sucking magic from your foes.

The only mini-game in FFVIII is the devilishly addictive card battle. Every major character, boss or monster in the game has a card with a set of numbers. If you win a card game, you can confiscate the loser's best card(s); but if you lose, you can be sure the CPU will take



your most powerful card. Che and Shoe both had their own collection of cards going—too bad they couldn't compete!

Final Fantasy VIII has the best FMV sequences we've ever seen on the PlayStation. Characters are gracefully rendered to express a wide range of emotions. This stuff makes FFVII look pathetic by comparison. We fear what FFX may bring. FFVIII's music was also great from beginning to end. Our favorite scene features the song "Eyes On Me" (performed by Faye Wong)—probably the most romantic moment in video game history.



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G-Police: Weapons of Justice



Publisher: Psygnosis
Developer: Psygnosis/Stroud
Featured in: EGM #57
Players: 1
Supports: Dual Shock
Best Feature: Thankfully, it's easier
Worst Feature: Still has horrible draw-in
Web Site: www.psygnosis.com



I have to be honest...I wasn't looking forward to reviewing G-Police 2 since the first one was so freakin' difficult. Thankfully, part two isn't near as tricky as the first one, which makes the game much more fun. In fact, GP 2 has a definite arcade feel compared to the first game—which I enjoy. GP 2 still has the same type of objective-based missions where you control your hero-char around a futuristic, domed city, but this time they've had more fun—but not so simple the game becomes too easy. GP 2 also has a couple new vehicles to tool around in: the ground-based armored attack vehicle and mech-like chicken-walker. Problem is, even though they're tons of fun to mess around with, controlling these new machines gets old rather quickly and doesn't really add much to the overall experience. **The main problems are this sequel is just as dark as the original, and still has terrible draw-in.** I'm afraid the PlayStation, though an amazing machine, just can't handle the stuff GP 2 is throwing at it. Sure, the frame-rate usually stays high but that's because you can only see so far in front of you! I like the addition of the slight wireframe in the distance to help "hide" the draw-in, but it still looks lousy. GP 2 has its problems, but it also has plenty of fun missions to play through, and a lot of extra stuff to open up after you do.

Shawn

G-Police 2 promises the type of immersive flight-combat action I crave. Too bad the graphics don't deliver on that promise. The detailed cityscapes make for a draw distance just as measly as the first game's. But aside from that gripe, G-Police 2 is a slick shooter with a gradual difficulty curve that keeps things from getting frustrating (rare for a Psygnosis game). I like the new vehicles, although they don't add much to the gameplay.

Crispin

So...we get wireframe scenery to compensate for the crappy draw-distance, but even that fizzles out just in front of your nose. It's like being a pilot with catacombs. The scenery looks great—but you can hardly see any of it. What's the point of that? Although I love the whole Blade Runner ambience, the look of the game is so obstructive, it sucks. The whole thing hangs together a bit better than the first game, but I can't recommend it at all.

John

There comes a time when a game outlaws the system it's on. G-Police 2 just doesn't seem to fit right on PlayStation. The game itself is really good—futuristic mission-based cop game where you take out the bad guys and save the day. Missions have enough variety to keep you busy for days. But when you're flying a helicopter around a city and can't see past 20 feet in front of you, there's a problem. Fans of the original G-Police will find lots to like about this sequel.

Crisp

VISUALS	SOUND	INGENUITY	REPLAY
5	8	6	5

Legacy of Kain: Soul Reaver



Publisher: Eidos
Developer: Crystal Dynamics
Featured in: EGM #58
Players: 1
Supports: Dual Shock
Best Feature: It's enormous
Worst Feature: Sometimes a bit Tomb Raider-y
Web Site: www.eidosinteractive.com



It's been a long time coming, but I think it's safe to say that Soul Reaver has been worth the wait. Kain vanishes, low-craftian nastiness and Tomb Raider with a sprinkling of comic book face Spawn and you have a mix that is very compelling. What's most impressive is the incredible design—both to the levels themselves (which all stream seamlessly from the CD so there are no load times) and to the puzzles which make up the bulk of the gameplay. From seeing early demos of this, you'd be forgiven for thinking it was a runny-jumpy-killy thing with you hoping about, looking mean and ribbing on bad guys. It's not like that though, and in fact the majority of the gameplay comprises of exploration and puzzle solving. Noteworthy examples of this are the bosses—you don't really kill any of them with real blows, but instead you'll find yourself solving a puzzle that will lead to their demise. It's all terribly clever stuff, and some of the environment-based puzzles can get very complex. Fortunately though, they never seem too convoluted. The story is excellent, and it's supplemented by some tremendous performances from the voice actors. Top this off with some of the best graphics in a PlayStation game since Metal Gear, and you have something well worth investing 20+ hours of your time in.

John

Soul Reaver is truly an impressive video game. The graphics, animation and level design are amazing. The story is told in such a way—by some top-notch voice talent I might add—you can't help but become involved in Raziel's quest. Yeah, the camera gets whacked-out at times, and there's some slowdown, but you'll get past it. The game's so immersive, you overlook these little problems. If you buy it, be prepared for a game of epic proportions.

Shawn

This monster was really worth the wait—and I do mean monster. It's huge. You'll be playing this until Christmas. The environments are really pretty, lots of rich color and shifting light effects. That and the suspenseful music make quite a freaky atmosphere. Like Kain!, there's a fair amount of unmissable free roaming. You *never* feel overwhelmed with the amount or hopeless situations. I agree with John, Soul Reaver is a very tastefully done game.

Dean

When it came down to it, I had a hard time believing I was actually playing Soul Reaver...I've waited and waited, and then wasted some more for this game. It lives up to expectations in terms of graphics and presentation, but I wasn't expecting all the puzzle-based gameplay in Kain. It felt like I was playing "Tomb Reaver," having to push all those blocks around. But you want to know how good the graphics are, don't you...well they're VERY GOOD.

Che

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	7

Madden NFL 2000



Publisher: Electronic Arts
Developer: EA Sports
Featured in: EGM #52
Players: 2-6
Supports: Dual Shock, MultiTap
Best Feature: The running game
Worst Feature: "Maddenisms"
Web Site: www.ea.com



As much as NCAA 2000 has improved, Madden 2000 has advanced even more. Honestly, I don't know how they could make it **just better**. The running game is awesome this year. Never before has cutting through the line been so successful. On top of that, the special moves are twice as effective. Often you'll think your runner is about to be tackled when he'll take the hit, brace himself with one hand and stay up for another five yards. Transversally when you think you've got nothing but open field, a tackler will come out of nowhere and spank you. The AI is definitely tuned for suspense and excitement. I'm sure some will think it's too easy or unrealistic but that's not the case, it's just more strategic. Yes you can blast out some big gains but that's usually because the wrong defense was selected. While the AI and gameplay are the stars of the show, other new features are quite fun as well. The Madden Challenge has you meeting specific goals (yards gained, etc.) to unlock extra teams and fields. Hot Reads allow you to change a receiver's route from the line. For extended multi-player fun, the Franchise Mode is available to several people at once. Madden continues to be the best PS football game, only this year it's widened the gap by quite a margin. Whether you own every Madden or none, go buy this gem soon!

Dean

Old man Madden is finally catching up, graphically, to the old Sports pigskin games. The boost in speed, animation, frame-rate and detail help make this game a bit more arcade-like, and therefore, much more enjoyable to the casual sports gamer like myself. This is not to say this year's edition of EA SPORTS' most profitable franchise is any less appealing for hardcore sports freaks. The AI, strategy and options are all up to par, as usual.

Shoe

Even a sports illiterate like myself knows a good football game when I see one. I leave all the stats-obsessed, name dropping, fantasy football stuff to my compadres and concentrate on Madden's gameplay. The controls are tight and I know where the ball is on the field at all times. Running the ball up the middle and juking through a wall of blockers is both amazing to see and a rush to experience. Definitely the best football game this season.

Che

I've never really been one to get into football like some sporty fellows but, Madden 2000 is so damn fun, I couldn't help but get into it. Maybe it's high time I enrolled in football school. Where made it so enjoyable? Certainly the two-on-two multiplayer had something to do with it. But I'm sure it was also all of the additions the Madden development team made to last year's already amazing installment—which makes this year's nearly perfect.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
7	8	7	9

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Metal Gear Solid VR Missions

Publisher: Konami
Developer: KCE Japan
Featured in: EGM #222
Players: 1
Supports: Dual Shock
Best Feature: The puzzle-oriented missions
Worst Feature: A lot of boring shooting missions
Web Site: www.konami.com



Sure, I'm disappointed that this thing only picks new VR missions and not the "enhanced" MGS adventure that Konami released in Japan. But I'll live. Turns out many of the more than 300 missions here are pretty damn cool. The game'll certainly keep you busy for a while, but you have to glow through plenty of dull scenarios to get to the good stuff. The missions are spread among four tiers—sneaking, weapons, advanced and special missions—and I gotta say most of the stages in the first three tiers are kinda dull. They're mostly of the kill-all-the-targets-or-sneak-to-the-exit variety and are just minor variants of the original game's VR scenarios. It's the fourth tier of special missions that makes this game worthwhile. Standouts include the 20 mystery levels, which have you eyeballing clues and suspects to uncover the true killer. Heck, the game is nearly worth buying just for the final mystery mission itself. The puzzle missions are also among the game's best. You have Snake doing some wacky stuff, clearing everything grants you a few nifty rewards, including the ninja missions, which let you dice bad guys with MGS' embryonic cyborg. You can also get up close and personal with Naomi Hunter and snap photos of her as she types, smokes and crosses and uncrosses her legs. Guess which photos we prefer.

Crispin

Playing Metal Gear Solid training levels in the world of Trov was rather fun as a side thing in the original game; it surprises me that the no-story line-mi-game concept can survive as a game by itself. VR Missions is suited for fans of MGS only. If you don't like MGS, you won't like this game. If you haven't played MGS yet, then make sure to play that first before trying this out (but me—you'll appreciate this disc much more with MGS experience).

Shue

While it doesn't include all the enhancements that the Japanese version version had, VR Missions is still a solid game by itself. Anyone who got really good at MGS is going to dig all the new challenges that await you in the Puzzle, Mystery and Variety missions. This is basically a MGS expansion pack—letting you enjoy the VR mode of the first in whole new ways, some of which are pretty damn cool. A good weekend rental at the very least.

Chris

When I first heard VR Missions didn't have the actual game included, I thought it was a waste of money. I was quite wrong. In addition to having that kick-ass "Metal Gear Solid" look and feel, VR Missions has a decidedly puzzle game flare—which is a good thing. As the levels progress, they get more difficult, more interesting and fun—sometimes even downright funny. Most gamers—and certainly fans of MGS—will dig this little disc for the right price.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	7



NCAA Football 2000

Publisher: Electronic Arts
Developer: EA Sports/Tiburon
Featured in: EGM #222
Players: 1-8
Supports: Dual Shock, Multiplay
Best Feature: Great replay value
Worst Feature: A few quirks in the AI
Web Site: www.ea.com



Yep, this is a heck of a college football game all right. As expected, NCAA CF 2000 has retained its great gameplay while adding several new options and features. The best part is, they beefed it up in the right areas: frame-rate, animation, new teams and expanded modes. To the developer's credit, they laid off any big changes to the game engine, or the overall personality (besides proportional player sizes). Messing with 100 much would've been foolish, after all. Its predecessor was EGM's sports game of the year. While flaws are small, there are a few things. The AI is a little lousy in some situations. For example, while not a sure bet, throwing to the middle, just upfield seems overly successful. Again, not a money play just too easy. There's a few prime-plays using the Shotgun formation as well. In addition, I wish you could toggle through after-play action (from the huddle to the line as a slow walk). Other than that, I couldn't be happier with the AI or any other part of the game. With 30 new schools plus Create-a-School, variety is not a problem. Go ahead and take your Bethune-Cookman Wildcats (who are they?) all the way if you please. Like last year, multiplayer is really good. Try a multiplayer tournament for a really good time. The evidence is all there, NCAA 2000 is a great college football game.

Dean

Although NCAA Football feels just as natural to play as Madden does, I have a little trouble getting into it. This is mainly due to playing with college teams rather than the pros. I just have more fun with the pros. But this little personal preference aside, NCAA Football is a quality football title—and definitely illustrates the progress this franchise is making. If you enjoyed last year's installment (who didn't?), this year's version won't do you wrong.

Shawn

NCAA was one of those games I just didn't care about, but because it's a bad game, and you're not, in fact, I know it's a good game because it was easy to learn, fun to play with the four-player multiplay, and has enough player stats to tickle Craig Kuwae pink. And no, the graphics were OK too—nothing offensive or glaring, just sort of functional. After playing Madden 2000 though, it was hard to still be NCAA. They have their similarities but I prefer Madden.

Ché

I've always been a bigger fan of g9g's GameBreaker series than EA's NCAA Football titles. The latter have always been a little rough in appearance and a bit harder to get into and control. This year's NCAA wasn't improved upon much, making it a rather disappointing follow-up to last year's embically acclaimed hit. And since updated rosters aren't as crucial in college sports games, I can't wholeheartedly recommend this to owners of NCAA 999.

Shue

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	8



NCAA GameBreaker 2000

Publisher: g9g Sports
Developer: Red Zone Interactive
Featured in: EGM #222
Players: 1-8
Supports: Dual Shock, Multiplay
Best Feature: Interceptions
Worst Feature: Cheap back-field hits
Web Site: www.g9gsports.com



GameBreaker 2000 is essentially GameDay 2000 dressed in college colors. They share the same sound effects, similar animation, special moves and about half the gameplay. Beyond the teams, a few other subtle but important differences set them apart. Compared to GameDay, the frame-rate is a touch slower but smoother overall. The subdued pace is actually easier to follow plus it looks more realistic. But unfortunately like GameDay, the players appear to be sliding on ice when they run. It's not as prominent but it's still a problem. Other weaknesses include the ability to knock down receivers in the back-field. I should note, it's not always penalty-free and usually only works on secondary receivers. While a few things could be improved, for the most part GameBreaker 2000 is a decent game. The AI is essentially OK with the exception of some bad coverage decisions. The "Gamebreakers" are as strong as ever especially when used in the right situation. I especially like the new tackle animation. A heaper' helper of up-and-over hits, off-balance running and ferocious diving bombs all look very nice. The ability to upload seniors into the GameDay draft is cool as well. Two-player contests are, as always, the best way to play this college football standby. Hopefully GB 2000 will find its way to PlayStation 2.

Dean

Once again, I'm not seeing quite eye to eye with Dean. In any thing, GameBreaker has a few more animation problems than GameDay (keep in the air to block a pass, for instance, and your player appears to levitate) despite that gripe, GameBreaker is still both easy and fun to play. It has all the polish, atmosphere, tight control and keen AI of GameDay. But if you're not a hardcore football fan, stick with the pro game. It's just a bit more slick.

Crispin

I like GameDay, so it's no surprise I like GameBreaker as well—they're very similar. The game controls well, and the play execution makes sense. Like GameDay, some of the animation is hokey but it's nothing I can't get over. Overall, GameBreaker is a decent title that simply has a different, less-polished feel when compared to NCAA Football. But then, I'm not a huge fan of College Football games in the first place, so take it for what it's worth.

Shawn

When it comes to football games, I'm a complete novice. It's not the latest version of Blitz, I just can't get into it—at least not as much as some people around here. (Dean, know?) So what do I think of GameBreaker? It looks and plays much like GameDay, which is going to be good enough for most football fans. Animation is smooth and the game is easy enough to pick up and play. If you're into college football, this one's for you.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	9

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NFL GameDay 2000



Publisher: 989 Sports
Developer: Red Zone Interactive
Featured in: EGM #222
Players: 1-2
Supports: Dual Shock, MultiTap
Arcade Gameplay: Yes
Best Feature: Players appear to be sliding on ice
Worst Feature: Players appear to be sliding on ice
Web Site: www.989sports.com



GameDay has always been the arcade alternative to Madden football. All the crazy, exciting things you couldn't do in Madden you could in GameDay. That's not true anymore. **GD soon is as tough as any football title out there.** On most plays the AI is competent. Back-field coverage (is spot spot last year) is now quite intuitive. A receiver breaks loose, it doesn't take long for a defender to pick 'em up. All in all the AI isn't the weak part of the game. It's the skating-on-ice animation and some of the silver plays. For example, you can celebrate after each play no matter what the outcome. Many of the "happy displays" are ridiculous (spraying on the head, weird dances, etc.). It's a full feature that doesn't bring anything to the table. A more serious problem has players unrealistically darting across short distances. It almost looks like a glitch in animation. The bigger, however, is the sliding-on-ice animation. It's really noticeable when you use the special moves, which by the way, are still over-exaggerated. Suffering in defense out like a knockout punch while dives produce unusual yardage gains. But that's what made GameDay unique in the first place, not to mention what people like about it. If you can get past the animation woes and the silly taunting stuff, GameDay is a decent football game. **Dean**

I'm not a die-hard sports gamer like Dean, and that's why I disagree with most of the stuff he gripes about. I actually like this game's fun features. It fits over the top animations. The celebrations are just plain as far as I'm concerned. And **GameDay is an incredibly polished title.** It's also just as easy to jump into as the past GameDay games. The training mode is ideal for newbies like me who get frustrated when they go up against experienced players. **Crispin**

This month at EGM, we present to you a layman's perspective on this season's big football titles (that's me). I like the inclusion of an arcade mode in GameDay 2000 but playing the game on an analog controller is a bit too loose for my taste. The big deal this year is that the real-life features like a sports announcer making noise pointing out who made the big play. And I know it's superficial, but the animation is just complete **lousy, ugly and jerky.** **Chris**

I've always been a fan of GameDay since it has more of an arcade feel than Madden. Funny thing is, now that I'm getting used to Madden, this year's GameDay plays more realistically than it used to. **No matter, the game is still fun.** Although, I agree with Dean—some of the animation is downright silly. But I don't think it's as much of a problem as he does. Overall, GameDay isn't as tight of a package as Madden, but it holds its own just fine. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	8

Omega Boost



Publisher: SCEA
Developer: Polyphony Digital
Featured in: EGM #222
Players: 1
Supports: DualShock
Graphics, frame-rate: Excellent
Worst Feature: Too short
Web Site: www.playstation.com



Here are things in life I worry about: bills, deadlines, and the fact that Omega Boost will be overlooked by success. This 3D space-shooter (from the makers of Gun Tornado) hails from the land of missile swarms and Pac-Man explosions. If you were even remotely into stuff like Macross and Robotech when you were a lad, you've gotten to adore this game. OB's gameplay combines elements of Panther Dragon, Colony Wars and Aetherburner. That is, you can rotate in 3D space, but you're constantly moving along on invisible rails while dispatching wave after wave of hellish enemies. And like Panther Dragon, there's a fire and forget lock-on beam that rains down imminent death. **It's not the deepest game in the world, but it's a shooter, and a really good one at that.** And like all shooters, you improve by memorizing enemy patterns. The game rates you on an A-F scale of how well you do per level; get a perfect rating ("S") and you'll unlock bonus levels which are variations on stages from the game. Sort of like OB VR missions. Graphically, OB is unrivaled. Mark MacDonald from OPM out it best: "If this game were a launch title for the PlayStation back in '96, people would have jumped out of windows!" Still, I see OB as a niche game that will only appeal to people who really liked that Max vs. Miriya hologram dogfight. **Chris**

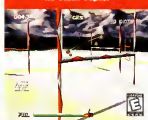
This is certainly one of the best-looking shooters so far, and as you go through, the levels just look better and better. Although it's quite tough in some places, it's more than worth persevering with just to see the final boss. It looks so cool, and makes use of some graphical effects that I really didn't think the PlayStation could handle. The whole thing is just awesome, and it's convinced me that **glant robot games can be cool.** **John**

Wow. Shooters have been getting gradually more and more impressive on the PlayStation, but **this has to be the best-looking one yet.** The team behind Gun Tornado really knows what it's doing when it comes to graphics. Underneath all the flash it's a pretty fun game too, although it does get really tough. Sometimes everything's moving so fast, and there's so much of it, that it's difficult to really make out what's going on. **Dean**

Omega Boost is space combat at its finest. Having grown up on Macross, Robotech and Gundam, I felt right at home playing this game. It's just amazing to sit back and watch some of the battles in replay—the ammo payload dropped during the average battle would be enough to destroy a city. Graphics are no slouch either, with just the right amount of mech action to keep things fresh. **If you like Panther Dragon and Macross, try this game.** **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
9	9	7	8

RC Stunt Copter



Publisher: Thus
Developer: Shiny Entertainment
Featured in: EGM #215
Players: 1-2
Supports: Dual Shock
Best Feature: Cheaper than a real RC copter...
Worst Feature: ...But almost as frustrating to fly
Web Site: www.thisgames.com



You'll need a three-word motto to get through this game: "Don't give up." And you'll probably holler a lot of other words, too—none of which I can't print here—because R/C Stunt Copter is about as tough and frustrating as games get. But it's designed that way. Real R/C helicopters aren't easy little beasts to tame; flying one requires roughly the same hand-eye savvy as chewing gum while juggling while riding a bike backward. And although the game's training stages give you the baby steps needed to whoosh competently airborne, you'll still crash your little bird a lot in the 25 obstacle-course levels. These stages, which pack way more to do than PlotWings, will strain any would-be RC pilot's skills. You'll slalom through columns, hover over checkpoints, land on moving targets, shoot black helicopters, etc. Master the trainer chapter, and you can move on to four other, more advanced machines, including one capable of inverted flight. Yes, I'll take a while to master the dual analog control (the Dual Shock mimics the controls of a real-life RC whirlybird), but **flight will feel natural after a week or so of practice.** That unleash your drooper into the low-gravity free-flight courses for some major stunt-crazy high jinks. So, despite the frustration, R/C Stunt Copter is still a fun, funny game crammed with personality. **Crispin**

Don't be fooled by its gooly exterior and cartoon graphics—RC Stunt Copter is quite a monster from a control standpoint. **But don't worry, it's just as enjoyable as it is technical.** That is, once you tackle the controls of RC SC, which happens about a week and a half into the experience. That's when things get extra fun. It has a variety of mission types to play through, several trickshot copters to fly and cows to crash into. It's a solid package. **Shawn**

I can completely relate to Crispin's frustration with this game. The difficulty curve on mastering the controls of these nimble copters is deathly steep, so much so that R/C Stunt Copter is better suited for very hardcore and patient gamers, helicopter pilots, RC copter hobbyists and/or extreme masochists. **The level designs are great, and there is a lot to see and do here.** Just be prepared to spend many a frustrated hour practicing flying. **Shoe**

I like RC Stunt Copter because it's an unapologetic simulation of a hardcore hobby. It's hard because flying remote-controlled helicopters is incredibly tricky. Appropriate for a game whose motto is, "You will never ever beat this game." However, after watching Crispin's anguished attempts to beat the game, I'm not so sure **RC Stunt Copter is right for the casual gamer.** Gotta give props to Shiny for not dimming down the physics for those like you and I. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	9	7

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Unlhammer Lammy



Publisher: SCEA
Developer: Nano-On-Sha/SCEI
Featured in: EGM #199
Players: 1-2
Supports: Dual Shock
Best Feature: Two-player modes
Worst Feature: This game is like a very bad trip
Web Site: www.playstation.com



Phase two of Sony's twisted freak show of a music game has improved upon many areas in which PaRappa the Rapper lacked (well, you may not have known anything was lacking at the time...but that just goes to show how much work went into this sequel). With Unlhammer, the Seven-seg gameplay has much more variety. The lines' sizes and locations are constantly changing, keeping you on your toes at all times. Was the one-player PaRappa experience too lonely for you? Unlhammer spices things up with a very fun two-player (co-op or competitive) mode. If you thought PaRappa was over way too quickly, don't worry. Unlhammer has the set of two-player stages plus an entirely separate story line for a hidden and playable PaRappa (in essence, Unlhammer is six times as big as the first game, though you can still beat it in one evening). And despite being a tougher game, with harder button combos and massed-up music lines, the engine is much more forgiving, and therefore, less frustrating than PaRappa. What isn't better about Unlhammer? Although the rock music really...rocks, in my humble opinion, it isn't as catchy as the poppy puppy tunes. Also, the story line is so freaking bizarre—it borders on insanity. Unlhammer is a fun game, but it's just not as cute or sound-minded as its predecessor.

Score

Lammy's a sequel to PaRappa in the best way—it expands upon the first game's ideas and has more to do than the first one did. The music is hit or miss, some you'll be humming for days, others you'll have forgotten by the time the stage is over. It's a shame one of the strangest and most memorable moments in the game (the hell sequence) was cut for the U.S. version. Still, Lammy's an excellent game that is a must-buy for all who enjoyed the original.

Chris

Like most everyone else, I loved PaRappa. It was the game I could show all my hipster friends because I knew they'd appreciate its post-modern minimalism. Lammy is a whole different animal. At first, I was a little scared. That *vaulting caterpillar* was a little too weird...even for me. The songs weren't as catchy, but after unlocking PaRappa and beating the game, it's really grown on me the way PaRappa did. Too bad Sony censored the U.S. Lammy.

Che

I played this after a few beers one night, and it made me giggle a lot. It's really *frickin' weird*, and in places some of the imagery is just downright lewd. Although more involved than its predecessor, I have to say that I probably prefer PaRappa. Not because it was necessarily better, but because it was just so different from anything else. Unlhammer is basically a refined PaRappa with more features and different music. Great party game though.

John

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	7

Championship Motocross



Publisher: THQ
Developer: FunCom
Featured in: EGM #222
Players: 1-2
Supports: Dual Shock
Best Feature: Realistic physics
Worst Feature: Gets a little boring
Web Site: www.thq.com



This dirt digger doesn't forge much new ground in the moto genre. **The physics are great and it looks nice** but on the whole it doesn't exactly raise the roof. The racing is too smooth and predictable, if that makes sense, it has a lot to do with the even acceleration of the bikes. It's either all or nothing when it comes to the throttle. There's no power boost either so if you lose momentum, it takes a bit to get going fast again. Shawn thought the sound was wacky as well. If you're an MX fan, check it out, otherwise wait until the other motos are out to make your decision.

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	5

Trick 'N Snowboarder



Publisher: Capcom
Developer: Cave
Featured in: EGM #199
Players: 1-2
Supports: Link Cable, Dual Shock
Best Feature: Link Cable support
Worst Feature: Unoriginal gameplay
Web Site: www.capcom.com



Seems like everybody's got to have a snowboarding game these days; however, we were expecting more from Capcom than a sloppy, unimaginative Cool Boarders knock-off. An unstable frame-rate; jarring pop-ups and linear, trench-like courses are just a few of this game's sins. Tricks are way too easy to pull-off, and there aren't enough rival boards to keep things interesting. What's more, **the concept of performing tricks for a virtual camera crew removes much of the sport's spontaneity.** If you're looking for extreme winter fun, check out EA's Sled Storm.

VISUALS	SOUND	INGENUITY	REPLAY
4	3	2	3

Pac-Man World 20th Anniversary



Publisher: Namco
Developer: Namco
Featured in: EGM #199
Players: 1
Supports: Dual Shock
Best Feature: Multiple play modes
Worst Feature: A bit repetitive
Web Site: www.namco.com



Given the number of delays, setbacks and overhauls this game has endured, we have to admit we were expecting the worst. The truth is, Pac-Man World isn't half bad. The game's imaginative levels contain plenty of secrets without being burdensomely long, and Pac-Man's all new charge attack, buff bounce and swimming are all welcome additions. **While we applaud Capcom's decision to include an arcade-perfect version of the original Pac-Man, the "updated," 3D mazes play way too slowly.** All in all, a suitable celebration of Pac's 20th anniversary.

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	4

WWF Attitude



Publisher: Acclaim
Developer: Acclaim Studios-SLC
Featured in: EGM #199
Players: 1-4
Supports: Multitap
Best Feature: Lots to customize
Worst Feature: Game engine not precise
Web Site: www.acclaim.net



WWF Attitude is, without a doubt, the best wrestling game for the PlayStation, since the system doesn't have an equivalent of the No.4's Reverse, and War Zone, Nitro and Thunder are the only real competition. That doesn't mean, however, that Attitude is perfect. Like its No.4 twin, this game has some control and collision detection issues. This game doesn't have the tight feel it should have, but it's still quite fun, nonetheless. With tons and tons of customizations, lots of characters to play and very sharp graphics, **this is a wrestling fanatic's dream game.**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	8

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If you're in the hunt for smash-mouth, high-speed, intense realism in a football game, then there's only one choice: EA SPORTS Madden NFL™ 2000. The Broncos came together after a warm day of training



Maa Tanuvasa and David Bowens of the Denver Broncos compete in the finals of the Madden NFL™ 2000 tournament. Bowens' aerial attack led to a 35-17 win.



camp and settled in for some intense Madden action. Rookie David Bowens shocked the world by dismantling the surprisingly weak "D" thrown out by defensive end Maa Tanuvasa. So if you think you've got what it takes to play hard-nosed, old-school, pro-style ball, then there's no arena like EA SPORTS Madden NFL™ 2000, where it's in the game.

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MAA TANUVASA
DENVER BRONCOS

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ALFRED WILLIAMS
DENVER BRONCOS

"We play on the road quite a bit. But no one beats me. I'm the greatest Madden player of all time."





With Franchise Mode, the champs are expecting a 3-peat, even on PlayStation.



(Left) Expert Gamer's Todd Zuniga hangs with superstar tight-end Shannon Sharpe.
(Below) Trevor Pryce mocks Darrius Johnson's inability to intercept an ill-advised pass.



SHANNON SHARPE
DENVER BRONCOS

"On the game I should be faster, stronger and able to catch every ball that's remotely close to me."

Below, Alfred Williams, the self-proclaimed "Best Madden player of all time," warms up to Madden 23.



TREVOR PRYCE
DENVER BRONCOS

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- DAVID BOWENS
MADDEN 2K TOURNAMENT CHAMP**



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■ Silver

Review Archive

EGM's Last 100 Reviews From EGM #117 – 122

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Nintendo 64					
A Bug's Life	Activision	Interesting Levels	It's A Sloppy Game	4.0 4.0 5.5 4.0	120
All-Star Baseball 2000	Accolade	Amazing Depth, Great Graphics	So-So Commentary	9.0 9.0 9.0 8.5	116
All-Star Tennis '99	Uke Soft	Short Skirts On Teen Ladies	Tough To Aim The Ball	5.0 5.5 5.5 5.5	121
Air Boarder USA	AgeTec	Hoverboard!	High Learning Curve	1.5 2.0 1.5 3.5	121
Battle Adventure Racing	Electronic Arts	Awesome Course Designs	Not Enough Tracks	9.0 8.5 9.5 9.5	117
Bottom Of The 9th	Konami	Scenario Mode	No MLB License	6.0 6.0 7.0 6.0	97
California Speed	Midway	Silly Arcade Feel	An Overall Sloppy Game	4.5 4.0 4.0 4.5	97
Chameleon Twist 2	Softsoft	Nice Graphics	Madness Gameplay	3.0 4.0 4.5 3.5	86
Charlie Bird's Territory	Kemco	Multiplayer Territory Mode	Toasty Control	5.0 6.5 5.5 4.0	89
Command & Conquer	Nintendo	New Graphics	Old Gameplay For RTS Veterans	6.5 7.0 8.5 8.5	122
Quake Nuket: Zero Hour	GT Interactive	Huge Levels	No Checkpoints Within Levels	5.5 5.0 3.0 6.5	122
Fighting Force 64	Crave Entertainment	It Doesn't Have One	The Fact That It Exists	1.0 4.0 4.0 4.0	88
Goemon's Great Adventure	Konami	Two-Player Co-Op Mode	Cheap Instant Deaths	7.5 6.5 7.0 8.0	86
World Heaven	Konami	Interesting Fight System	Awkward Camera Problems	7.0 7.5 7.5 8.0	120
In-Fisherman Boss Nutter 64	Rockstar	It's Quite Relaxing	Can You Handle The Pace?	5.0	122
Ken Griffey Jr.'s Slugfest	Nintendo	Arcade-Like Gameplay	Weak Sounds	8.0 7.0 6.5 5.5	120
Kuroi Golf	Nintendo	Great Golf Physics	Amazing System Is Confusing	9.0 8.5 7.5 7.5	122
Mario Party	Nintendo	It's The Ultimate Party Game	Not So Great For Solo Play	8.5 8.5 8.5 9.0	107
Micro Machines 64 Turbo	Midway	Awesome Eight-Player Game	Having To Sit So Close To Your Friends	8.5 7.0 7.0 8.5	87
Monaco Grand Prix	Uke Soft	Solid Controls	Weak Frame-Rate	9.0 8.0 6.5 6.0	120
Monster Truck Madness 64	Rockstar	Nice Graphics	Saucy Tracks Are Tough To Control	5.0 4.5 5.0 6.5	122
NBA In The Zone '99	Konami	Much-Improved AI	Sub-Par Graphics, Animation	7.0 6.5 6.5 6.0	87
NFL Blitz 2000	Midway	Gameplay	Slowdown In Multiplayer	7.5 8.0 8.5 7.5	122
NHL Blades Of Steel '99	Konami	Good Commentary	Bad Control	4.5 3.5 6.5 6.0	87
Pokemon Snap	Nintendo	Watching Pokemon Reactions	A Little Short, Not All ISO Are In	8.5 8.0 8.5 8.0	122
Quake II	Activision	Multiplayer Modes	Can't Save Ongoing Levels	8.5 8.0 9.0 8.0	120
Rampage 2: Universal Tour	Midway	Saving The Original Characters	Gets Mindless After A While	6.0 1.0 4.5 5.0	88
Shadowgate 64: Trials of 4 Towers	Kemco	Interesting Story Line	Sleep-Inducing Gameplay	4.0 4.0 6.5 6.5	121
Star Wars: Episode I—Racer	Nintendo	Blazing Speed	Maybe Too Fast?	9.0 9.0 8.5 9.5	86
Superman	Titus	The Box Art	Just About Everything Else	0.5 4.0 2.0 1.5	120
Super Smash Bros.	Nintendo	Single, Fun Gameplay	Lots Of Cheap Attacks	8.5 8.5 8.5 9.0	89
The New Tennis	Nintendo	Swapping Out Pieces	Nothing Else Is Original	7.0 7.0 8.0 8.0	122
Tonic Trouble	Uke Soft	Solid Level Design and Gameplay	Just A Lil' Too Brab	7.0 4.5 6.5 6.5	122
Triple Play 2000	Electronic Arts	Lots Of Options, Features	Toasty Controls, Awkward Cameras	5.0 5.0 5.5 5.0	86
Vigilante 8	Co-Op Quest Mode	Awful Sound	Music Is Pretty Non-Descript	8.5 9.0 8.0 8.5	87
World Driver Championship	Midway	Gorgeous Graphics	Wacky Guitar Soundtrack	8.0 6.5 7.0 7.5	120
WCW Nitro	THQ	Lots Of Moves	Melodre Game Engine	6.0 3.5 5.0 3.0	116
PlayStation					
Strivem	989 Studios	Two-Player Mode	Lack Of Analog Control	4.0 3.0 1.0 1.0	119
Alien Lakes Intl. Soccer	Take 2 Interactive	Also Lakes Looks Funny	It's A Terrible Soccer Game	2.5 4.0 2.5 4.0	121
Age Escape	SCA	Innovative Use Of Dual Shock Analog	The Camera Can Get Annoying	8.0 9.0 9.0 9.0	121
Army Men 3D	3DO	World War II Atmosphere	Coppy Controls, Analog Is Too Sensitive	5.0 6.0 6.0 6.5	89
Baseball 2000	Interplay	Realistic Gameplay, AI	Sluggish Controls, Sloppy Graphics	5.5 5.0 5.0 4.5	119
Big Air	Accolade	Big Air Mode	Choppy Two-Player Mode	4.5 4.0 3.5 6.0	118
Bloody Roar II	Sony Computer Entertainment	Effects-Laden Presentation	Too Easy	6.0 7.0 7.0 6.0	119
Bombeman Fantasy Race	Alias	Racing Requires Some Strategy	Poor Two-Player Mode	7.0 5.5 5.0 7.5	116
Bugs Bunny: Lost In Time	Infogrames	Cartoony Visuals	Nasty Camera	5.5 5.0 4.0 3.5	121
Castrol-Honda Superbike Racing	Electronic Arts	Simulation Elements	Choppy Frame-Rate	6.5 5.0 3.0 4.0	120
Centipede	Hasteb Interactive	Playing The Original Centipede	Graphics And Control	2.5 6.0 3.5 3.5	120
Chessmaster II	Mindscape	Extremely Customizable	No Analog Support	7.5	122
Chocobo Racing	Square EA	Final Fantasy Atmosphere	Lacks Originality	7.0 5.0 4.5 7.5	121



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Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Cruc 2	Fox Interactive	Level Design And Graphics	Poor Control, Stupid Dialogue	4.5 5.0 5.5 5.5	120
Driver	GT Interactive	Great '70s Cop Show Car Chases	Read Bad Slowdown	8.5 8.5 8.0 8.5	122
Echo Night	Agelec	Very Creative, Good Puzzles	Too Short, Not Cinematic Enough	5.5 6.5 6.0 6.0	121
Eurojet	Square EA	Quest Mode	Blocking System	7.5 6.5 6.0 6.5	119
Eliminator	Pyrosax	Web-Web Guitar Soundtrack	Frustrating Aiming Controls	4.5 3.5 4.0 4.0	118
Evil Zone	Titus	Anime-Style Fights, Great Art	Poor Translation Of A Great Game	5.5 4.5 7.0 4.0	122
Fighter Maker	Agelec	Duh—Making Your Own Fighters	Fighting Engine Lacks Polish	8.0 9.0 8.5 8.0	119
Gen 3: Enter the Gecko	Edios	Tons Of Secrets And Objectives	Camera Still A Pain	7.5 7.5 7.5 8.0	118
High Heat Baseball 2000	3DO	Umm...The Clouds Look Nice	Setting And Pitching Is A Chore	2.0 1.0 3.5 4.0	120
Invasion From Beyond	GT Interactive	Very Nice Graphics, Frame-Rate	Difficulty Isn't Balanced	6.5 8.0 7.5 5.0	117
Jade Cocoon	Crave	Character Designs, Story	Lacks Personality	6.5 7.0 5.5 6.0	122
Konami Arcade Classics	Konami	Time Pilot	Circus Theme	7.5 7.5 7.0 7.0	122
Legend Of Legaia	Sony Computer Entertainment	Long Quest, Cool Battle System	Battles Tend To Drag On A Bit	8.0 7.5 7.5 8.5	97
LUNAR: Silver Star Story Complete	Working Designs	Great Story, Nice Anime Scenes	Null Sounds Like A Little Girl	9.0 9.5 8.5 9.0	120
MLS 2000	198 Studios	Competitive Two-Player Games	Almost Exactly The Same As Last Year	8.0 7.0 8.0 6.5	119
Nasoco Grand Prix	Libi Soft	Great-Handling Vehicles	Lack Of An F1 License	8.0 8.0 6.5 6.5	120
Master Seed	Sensoft	Large Variety Of Monsters	Atrocious Dialogue	2.5 3.5 4.0 6.0	119
NBA In The Zone '99	Konami	Great Animation	Sloppy AI	7.0 8.0 8.5 7.5	118
Need for Speed: High Stakes	Electronic Arts	Hot Pursuit Mode	Confusing Level Progression	8.5 9.0 8.5 8.5	116
NFL Xtreme 2	198 Sports	Graphics	Awkward Animation	4.0 2.5 3.0 3.5	122
The Next Tetris	Hastro Interactive	A New Twist On An Old Formula	Hard To Get Away From Old Formula	6.5 8.5 7.0 8.0	121
NFL Blitz 2000	Midway	Speedy Frame-Rate	The Cowboys	8.5 8.0 9.0 8.5	122
Point Blank 2	Namco	Tons Of Variety	Quits Similar To The First Point Blank	8.5 8.5 9.0 8.5	119
Populous: The Beginning	Electronic Arts	Controlling Pensive People	Cleanliness And Load Time	4.5 4.0 4.5 3.0	119
RA: Bridge Racer Type 4	Namco	Graphics, Overall Design	Not Incredibly Challenging	8.0 9.0 9.5 8.5	119
R-Type Delta	Agelec	Classic R-Type Gameplay	May Be Too Hard For Some	9.0 8.5 7.5 8.0	121
Rampage 2: Universal Tour	Midway	Hard To Say, Really	Pretty Much Everything	1.0 6.0 5.0 4.5	116
Rising Zan	Agelec	Weird, Weird, Weird, Weird	Obstructive Camera System	7.0 8.0 7.5 7.0	122
Shanghai: True Valor	Sensoft	Two-Player Battle Mode	All The Tile Layouts Are Fairly Similar	7.0 6.5 5.5 6.5	119
Silent Hill	Konami	Spooky Story	Dodgy English Translation	8.5 9.0 8.5 8.5	117
Sled Storm	Electronic Arts	Fast, Smooth And Lots Of Options	Running Over Benny Rabbits	9.0 8.0 9.0 9.0	122
Soul Of The Samurai	Konami	Interesting Story	Controls	6.5 4.5 4.5 6.5	122
Sports Car GT	Electronic Arts	Decent Gameplay	Somewhat Cartoonish Graphics	6.5 6.5 5.0 4.5	118
Star Ocean: The Second Story	Sony Computer Entertainment	Character-Skills System	Some Battles Frustrating	8.5 9.0 8.0 8.0	120
Street Fighter Alpha 3	Capcom	World Tour Mode	Slight Animation Loss From Arcade	9.5 8.5 9.0 8.5	119
Street Slider	Electronic Arts	Simple But Fun Gameplay	Trick System Is Too Simple	7.5 6.0 6.5 6.5	118
T.R.A.K.: Mission Of Mercy	Sensoft	Separating Team Members	Controls	3.5 5.0 4.0 3.5	118
Tarzan	SCEA	Incredible Graphics	Children Gameplay	6.5 6.5 5.5 6.5	122
Tiny Tank	SCEA	A Few Interesting Levels	Provides Nothing Interesting	4.5 3.5 5.5 6.5	122
Triple Play 2000	Electronic Arts	Improved Frame-Rate	Cheesy "Trail" That Follows Ball	8.5 9.0 8.5 8.5	118
Warzone 2100	Edios	Customizable Units	Difficult To Control	7.5 7.5 7.5 5.0	120

Game Boy/Game Boy Color

Conker's Pocket Tales	Nintendo	Inventive Quest	Damn Cute Animals	7.0	122
Looney Tunes	Sensoft	Unlimited Continues	A Bit Tedious	4.5	122
Motocross Maniacs 2	Konami	Track Editor	Later Tracks A Bit Too Tough	7.5	122
Pac-Man Special Color Edition	Namco	Two Games In One	Sloppy Programming	5.5	122
Pokémon Pinball	Nintendo	Lots Of Replay Value, Catching Points!	Nothing	8.0	122
R-Type 64	Nintendo	Three Games In One	High Level Of Difficulty	7.0	122
Spern	Konami/CEA, Inc.	The Ability To Turn It Off	Being Able To Turn It On	2.0	122
Super Mario Bros. Deluxe	Nintendo	Loads Of Extras!	Vertical Scrolling Can Disorient You	9.5 8.5 8.5 8.5	121
Tarzan	Activision	Great Animation	'Too Much Banana Muttin'	7.5	122
The Smurfs' Nightmare	Infogrames	Nice Graphics	Mindless Gameplay	4.5 5.5 3.0 4.5	121

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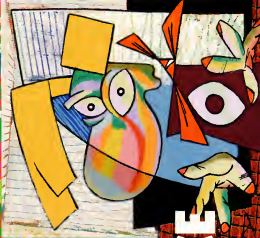
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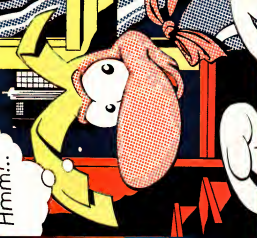
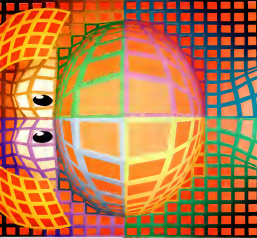
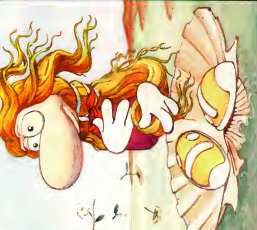


A

3-D

ACTION

MASTERPIECE



Rayman 2: The Great Escape is a trademark of Ubi Soft Entertainment Inc. in the U.S. and other countries. Rayman and the Ubi Soft logo are trademarks of Ubi Soft, Inc. Sega Dreamcast and the Dreamcast logo are trademarks of Sega Corporation. Nintendo Game Boy Advance and the GBA logo are trademarks of Nintendo of America, Inc. © 2002 Nintendo of America, Inc. Created by Nintendo.



Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to:

Tricks of the Trade
P.O. Box 3338, Oak Brook, IL 60522-3338
or send e-mail to: tricks@ztd.com

Tricks of the Trade

By Trickman Terry • tricks@ztd.com

TRICK OF THE MONTH

Rampage 2: Universal Tour Master Code

This code opens up a hidden cheats menu to do this, you must enter this code on the Password Screen: BVGGY. Once you do this, go into the Options Screen and a new option will be available called "Cheats." Now you can select your starting level, damage amount, number of lives and more!

Mark Green
Newburyport, MA



NINTENDO 64

Mario Golf Goofy Codes



Alternate Costumes

On the Character Select Screen, hold Left-C, Down-C, or Right-C and choose a character.



Left-Handed Golfers

On the Character Select Screen, hold the L button and choose a character.

NHL 99

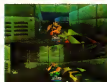
More Speed and No Goals



For very fast gameplay and a fast clock, enter "FASTER" as a password.
For no goalies, enter "PULLED" as a password.

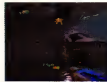
Quake II

Cool Quake Codes



Unlimited Ammo in Multiplayer

Enter the password: S3tS NfAn tT3S H0TS.



Low Gravity in Multiplayer

Enter the password: S3tL nWGR VxTy ???? to reduce the gravity in multiplayer games.

Final Mission Password

To access the Password Screen, choose LOAD GAME then press B when the list of saved games appears. Now enter the password as shown: F6o7 VQCH 7BHF DQQL

Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at INTERACT, and a Pro Shock controller or a Hyper 64 controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 267 for rules. **NOTE:** If you send your trick by e-mail you must include your real name, address, city, state and zip code.



THE GAMESHARK CODES OF THE MONTH

NINTENDO 64

All Star Baseball 2000
Infinite Creation Points
812033504170
Infinite Pick Type Points
812039864170
812039804170

Shadowgate 64

Enable Code (Must Be On)
f50d5502100
Have All Items
50024e20202
810c3500001
50004600000
800c3d0003
Non-Expansion Enable Code
f5e00005000

PLAYSTATION

Driver
Infinite Damage
80092800000
Infinite Time
80006660001
80006640000
Low Felony Meter
80097380000

Ape Escape
Have All Gadgets
d00f5240003
300f5240003
Infinite Air
800f488258
Infinite Health
800c2c00005
Infinite Lives
800f48c0003

GAME BOY

Conker's Pocket Tales (Color)
Infinite Lives
0209d6ce
0209d7ce
Infinite Slingshot Ammo
(Upon Pickup)
0209d9ce
0209d8ce

Crazy Castle (Color)
Infinite Lives
0209b4c3
Max Keys on Pickup
020824dc

Game & Watch Gallery 2
(Color)
Infinite Misses/Lives
010828c3

For more GameShark codes visit us at page 260!

WEB SITES

AS COOL AS ICE

member.tripod.com/~HatPerson/weirdweb.html

Thank you to all who continue to send us sites. We love checking them out more than we love a moist lowelette. This time around we have all kinds of sites for you. Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. Because a site is a site is a site.

- www.geocities.com/SoHo/Studios/9195/mullets2.html
- enterprise.ic.gc.ca/cgi-bin/j-e/tty/dict
- www.oldmanmurray.com/seanbaby/nes.htm
- www.fringenet.com/vgg/FurnPorn.html
- www.wattosjunkyard.com
- www.blip.com
- www.google.com
- www.csag.cs.uiuc.edu/individual/pakin/complaint/
- www.geocities.com/Heartland/Acres/3072/camera2.html
- www.goats.com
- www.planetx.com
- www.go2net.com/internet/useless/
- www.angelfire.com/md/stoopid/

* We cannot be held responsible for any of the material presented on the sites listed above. Parents or guardians may want to verify the content of the sites before allowing their children to venture forth. Peace, love and rock 'n' roll.

DID YOU KNOW...

Electric Playground, a Canadian-based gaming TV show, recently came to the EGM offices and did some taping. The show will air sometime soon on Canadian TV, so Canadian readers should keep their eyes peeled.

Many EGM staff members worked at video game stores at one time or another before working for the magazine they once (hopefully) sold to customers. Stores included Electronics Boutique, Babbage's and others.

Crispin Boyer recently attended his high-school reunion down in Florida. When he told old friends what he did for a living, they all laughed in disbelief. Little do they know he was being completely serious.

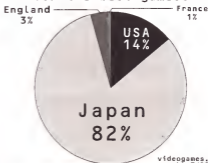
HOT & NOT

@ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. Once in awhile we even throw in an inside joke. Get crazy with the choose whiz.

- **iBooks**
- **PaRappa and UmJammer Lammy** toys from Resaurus
- **Sequel** to TRON
- **Tetris Attack 64**
- **The Iron Giant**
- **American Pie**
- **Woodstock** revival
- **Ryuichi Sakamoto's Final Fantasy IX** soundtrack
- **9.9.99**
- **Work hard, party hard**
- **Soul Reaver**
- **Soul Calibur**
- **Audi TT**
- **MP3** players
- **Acid** Music
- **Spider-Man** revival
- **Thermanuclear BBQ Sauce**
- **Alternative** breakfast cereals
- **Credit card** interest
- **Cars** without air conditioners
- **JFK Jr.** dying
- **People** doubling the seriousness of Y2K
- **Blistering** heat and humidity
- **Spielberg's** refusal to put his movies on DVD
- **Double** deadlines
- **Being** broke
- **Che's** ring-outs in Soul Calibur
- **People** who reverse without checking their mirrors
- **Speeding** tickets
- **Live** wrestling with ad breaks
- **New,** slower networks
- **Summer** movies
- **Female** soccer players wearing bras
- **Mainstream** breakfast cereals

Which of the following countries are responsible for the best games?



videogames.com
poll 7/20/99

EGM's Random Quote of the Month

"This game really makes me hate those cops!"

- Undisclosed gamer, in regards to the Survival Mode in Driver for the PlayStation



Cool Colors in Multiplayer

Enter the password: 53TC 00LC 0LoR 57?? to change the level colors in multiplayer games.

Star Wars Episode 1: Racer Auto Pilot

First, put in the "Debug Trick." (You need to go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. When in this screen hold down the Z button, while



holding it down use the L shoulder button and type in RRTAN- GENT. Now scroll over to the End option while still holding Z and press the B button once more. At this point nothing will happen. Now, while still holding Z, press the B button to exit the screen and then push "X" to bring you back into the Initials Screen.

Now, while holding "Z" and using "L" shoulder button, type in "ABACUS." Scroll over to the "END" option and while holding



"Z," push "L." It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the Pause Menu push "Left, Down, Right, Up." The GAME CHEATS option should appear.) Then while playing a game, press R+Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R+Z again to deactivate the auto pilot and get back full control of your racer.

Star Wars: Rogue Squadron

Fly a Naboo Starfighter

Enter "HALIFAX" as a passcode, ignore the incorrect entry sound. Then, enter "IYNWII" as a



second passcode. A Naboo Starfighter from Star Wars: Episode 1 - The Phantom Menace will now be between the X-Wing and V-Wing at the Ship Selection Screen and available in any mission that does not require a Snowspeeder or T-16 Skyhopper. To disable this code, enter "HALIFAX" as a first passcode and anything else as a second passcode.

World Driver Championship

Access All GT2 Circuit Cars



In Championship Mode, after entering your name and hearing from the racing teams, you come to the GT2 circuit menu. It says Teams/Even Select, Save Game and Main Menu on the left. Using the second controller, press Z, Right, Z, Z, Z, B,C-Down, A, Right, Start. There will be no notification and the screen will advance when you hit A, but all of the GT2 cars will be available. Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.

TOP 10 TRICKS

The top 10 games of the last month given the full-on Trickman treatment:

1. Super Smash Bros. (N64)

Borrow a Life

Do this trick if you are defeated in a multiplayer match. If your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+Start.

2. Pokémon (Blue) (GB)

Fight Safari Zone

Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Sealab Islands by surfing south of Fuchsia City. Be sure you don't encounter

cont. on pg. 248

DEXDRIVE SITES OF THE MONTH

PlayStation:

<http://www.psxmax.com/cheats/dex/index.html>
<http://geocities.com/Area51/Shuttle/4921/psxaves.html>
<http://consoleers.stomped.com/Console/codes/DeXdrive/dexfilesa.html>

Nintendo 64:

<http://www.geocities.com/TimesSquare/Corridor/8554/N64Saves.html>
<http://www.members.home.net/inkosy/00y.htm>
<http://www.nintendozone.com/dexdrive3.html>

Both:

<http://www.mindspring.com/~magika/>
<http://www.geocities.com/TimesSquare/Arcade/6625/start.html>

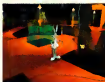




PLAYSTATION

Bugs Bunny: Lost In Time

Access All Levels



At the "Era Selector" Screen, move to a level that has a question mark and takes a certain

number of clocks to open. Now hold L2 + R3 and press X, Square, R2, L1, Circle, X, Square(3). All the stages will now be opened up!

Chocobo Racing Secret Characters

This is the method to receive secret characters. First, you must clear the Story Mode one time and then you can edit your own character from the default character. Each time the Story Mode is cleared, you can edit additional characters. Once you clear the Story Mode a second time, a



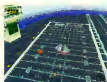
screen will appear that says "A New Challenger Arrives." Now Squall will challenge you to race on his own special FF track. If you manage to defeat him, you'll get to use him and the special FF track in the Grand Prix Mode of the game.

More characters will avail themselves each time the Story Mode is completed. If you want to choose an additional character in the Select Racer Screen, you must move the cursor to Squall. Now hold the buttons as shown below while pressing X to choose the racer:

- 1 time = Bahamut
- 2 times = Squall
- 3 times = Cid Tank (tank from Chocobo's Dungeon 2) [hold L1]
- 4 times = Mumba (from FF VIII) [hold L2]
- 5 times = Cloud (on his Hardy Daytona) [hold R1]
- 6 times = Cactuar (from the FF series) [hold R2]
- 7 times = Aya (police car from Parasite Eve) [hold L1+L2]
- 8 times = Original Chocobo (from FFIV & V) [hold R1+R2]
- 9 times = Airship (from FF IV & V) [hold L1+R1]
- 10 times = Jack (just a guy?) [hold L2+R2]

NFL Xtreme 2

(Note: This trick works on a pre-production version of the game and is subject to change)

New Fields and Large Players**Aircraft Carrier Field**

Enter "AIRCRAFT CARRIER" as a name at the Player Creation Screen. Then, select the "Quick Start" option to start a new game.

Egyptian Field

Enter "EGYPT SPHINX" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Pool Table Field

Enter "POOL TABLE" as a name

**TOP 5 HIDDEN CHARACTER CODES**

WHAT DOES IT LOOK LIKE?	FOR WHAT GAME?	WHAT DOES IT DO?	HOW DO YOU DO IT?	NOTE
	3Xtreme (PS)	Secret Skaters and Biker	Highlight Options at Main Menu Screen then Left or Right on the D-pad to get Codes Menu. Enter any of these codes to unlock secret character: Enter LUGNUT for Frankenstein character with 95% in all attributes; Enter DOMINIQUE for skater. Enter TP for mummy with 95% in all attributes.	0000
	Big Air (PS)	Race against Fabien Rohrer	At the Main Menu, quickly press Square(3), Circle, Square, Circle. Then, finish the first track in World Tour Mode in first place to race against him in the next race.	0
	Rampage 2: Universal Tour (N64)	Hidden Characters	To play as these hidden characters enter the following passwords: George - SM14M, Lizzy - 54VRS, Ralph - LVPVS, Myukus - NoTjT (password contains number zero not letter O) Alien (purple form of Myukus) - BiG4L	00
	Street Fighter Alpha 3 (PS)	Battle Shin Akuma	First, open Final Battle Mode by beating the game on difficulty 7 or B. Then, Select Final Battle Mode from the Main Menu Screen. At Character Select Screen, press and hold L2+L3; choose a fighter. Hold it until the VS. Screen appears. You will see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!	000000
	Triple Play 2000 (PS)	Hidden EA Dream Team	Start an Exhibition game. At the Team Select Screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm entry.	000

EARTH WORM JIM 3



FIGHTING TO SAVE THE WORLD, THE UNIVERSE, HIS OWN MIND!





TRICKS

TOP 10 TRICKS (CONTINUED)

any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

3. Pokémon (Red) (GB)

Find Codes

Find more tricks for this game and send them in!

4. S.W. Episode 1: Racer (N64)

Podracer Codes

There is a special way you must enter these codes. First, you must choose a mode from the Title Screen/Main Menu. Then on the Select Player Screen, pick an Empty file. When asked to enter your initials, press and hold the Z button while scrolling through the letters with the analog stick. Now, choose each letter of the code with the L button. You will see the letters of the codes appear in the lower left-hand corner of the screen. After the entire code has been entered, press the L button on the word, "End." This will confirm the code. Use this method to enter the codes shown below:

RRJAIBA - This code makes you invincible to damage and overheating. (Note: This code needs the Cheat Menu to be activated.)

RRTHEBEAST - This code activates Mirror Mode. Your left

stick will be mirrored to the right. When you put in the code correctly, you'll hear "Yeah!"

Large Players

Enter "BIG BEN" as a name at the Player Creation Screen.

Street Sk8er

Many Cheats

Mirrored Courses and

All Gates Open

On the Main Menu Screen, press Right, Circle, Square, Left, Square, Circle, R1, L1. When you put in the code correctly, you'll hear "Yeah!"

All Boards

On the Main Menu Screen, press Right(2), R1, R2, Left(2), L1, L2.



1-900-PRE VIEW 773 8439

30 day pre-include. Must be 17 years of age. Under 18 must have parent permission.

The number to call for the latest cheats & gaming info

Warzone 2100

Cheat Mode

First, you must hold the Start button on controller two and power on the PlayStation. Continue to hold the button until the Main Menu appears. Then at the Main Menu Screen or while the game is paused, press L1, R1, R2, L1, Select. Start to enable cheat mode. You will know it worked if the Menu options for Campaigns 2 and 3 are unlocked. Now the following codes may be enabled:

Enable Level Skips

While playing the game, press Select on controller two.

Enable God Mode:



When you put in the code correctly, you'll hear "Yeah!"

Play as Sarah

On the Main Menu Screen, press Left(2), Square, Right(2), Circle, R1(2). When you put in the code correctly, you'll hear "Yeah!"

Play as Mick

On the Main Menu Screen, press Left, Right, Circle, Square, R1, L1, L2, R1. When you put in the code correctly, you'll hear "Yeah!"



Play as Bonobo the Monkey

On the Main Menu Screen, press Right, Circle, Left(2), Circle(2), Square(2). When you put in the code correctly, you'll hear "Yeah!"

XPLORER CODE OF THE MONTH

* PARENTAL ADVISORY * "PINK" LARA CROFT CODE

Tomb Raider III Blonde, "pink" Lara Croft

ONLY Works on LEVEL 1

Press L1 + R1 + SQUARE for pink Lara.

Game may pause for 5 seconds.

70E913E2 73F1 50E47000 0202
00000000 D4FF 8D230000
8BAF 0400A9AF 0800
8BAF0C00 A3AF 1000A4AF
1400
A5AF1800 A6AF 1C00A7AF
2000
B0AF2400 B1AF 280082AF
0900 083C(CA)8 0B35
FF730934 0000 088E0000
0000 440E6915 0000
090E081F 0B3C 7A101085 0000
000E7610 0045 0A000B3C
9071 68250000 0000
000072B5 0000 00000200

6821 00006491 FF00
01240900 2414 80200400
0200 71850000 0000
000C1300 0200 71850000
0000 25F82A02 2900
01040400 6821 00006191 0000
00000200 6591 00000000
0231 05002020 8600
0F0EA530 0E2A 05000300
6691 252BA100 2538
06000700 E730 C2300600
0300 C6204030 0600
04006871 0004 013C0001
093C 141801AD 00A0
0A3C1418 09AD 101801AD
1018 0AAD02548 0500
004C0900 2548 2A011018
09AD 25480700 004C
09002548 0600 101809AD
1900 C7001233 0000
42380700 0500 E0000000
0000 10181AD FFFF E730DFFF
E014 00000000 FFFF 5232CAFF
4016 00000000 7410 10A50000
0000 000088BF 0400
A9BF0800 88BF 0C00A5BF

1000 A4BF1400 A5BF
1800A6BF 1C00 A7BF2000
B0BF
240081BF 2800 82BF8000
E003 2C008D23 1C00
FFFF9C2E F0D3 01F9FAD7 0189
F0D801F9 F0D0 0189F087
01F9 F0D0E139 F0D6
01F9F0DC 01F9 FAD0A189
F0D9 01F9F07E 0189 FC7D0139
FCD5 0139FAD4 0139
F0890139 FCD5 0139F0D4 0139
FFFF0C00 F0B7 0101FFFF 0000
A1400107 A147 0107A340 0107
A3470107 FFFF FF71FC7E 0139
F47F0139 0000 7009B3C2 73F1
50003030 0026 FCFF8D23
0000 8FAF0A00 1B3C
00707837 0978 60030000
0000 04008D23 0000 8FBF
0000 00000000 00000000

IMPORTANT NOTE: Standard GameShark/Action Replay codes can also be used with the Xplorer cheat cartridge!



TRICKS

TOP 10 TRICKS

(CONTINUED)

and right controls will be switched during the game. (Note: This code needs the Cheat Menu to be activated.)

Cheat Menu

To activate the RRABBA and RRTHEBEAST codes, start a race and press Start to pause it. With the control pad, press Left, Down, Right, Up. A new option called Game Cheats will be available under the Pause Menu. Access this option and you can now turn on any of the available cheats.

5. R4: Ridge Racer Type 4 (PS)

Find Codes

Find more tricks for this game and send them in!

6. Super Mario Bros. Deluxe (GB)

Five Extra Lives

Note: This trick works only on a new game. Select the Toy Box option at the Main Menu Screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the Main Menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

7. Mario Party (NG4)

Special Title Screen

Collect all 100 stars and defeat Bowser once and for all on the hidden adventure board, Eternal Star. After all of this has been done, you will have earned the special Congratulatory Title Screen!

8. Syphon Filter (NG4)

Cineme Code

When you begin the first level, go into the bar. When you get to the guy shooting

While playing the game, press Triangle on controller two. This also lets you see all hidden objects.



Enable Infinite power:

While playing the game, press Circle on controller two.

Enable All Items:

While playing the game, press X on controller two.

Enable Super Unit Strength:

While playing the game, press Up on controller two.

Enable Weak Unit Strength:

While playing the game, press Right on controller two.

Current Research Completed:

While playing the game, press Down on controller two.

Additional Structures:

While playing the game, press R1 on controller two.

Additional Units:

While playing the game, press R2 on controller two.

Enable Debug:

While playing the game, press Left on controller two.

Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correctly, you will hear a sound. Then, press Start to access new options including hidden modes and viewing the ending FMV sequences.

GAME BOY COLOR

Lucky Luke

Passwords

Train Stage - Luke, Horse, Horse, Old Man, Luke
Buffalo Stage - Coyote, Horse, Luke, Old Man, Old Man
Cheyenne Mountains - Old Man, Coyote, Luke, Horse, Coyote

More Cool GameShark Codes!

NINTENDO 64

Fighting Force 64

Infinite Lives P1

800ce0f30003

Infinite Lives P2

800ce0f70003

Infinite Pistol Ammo

8106006c2400

Infinite Rocket Launcher Ammo

810601302400

Infinite Shotgun Ammo

810601d82400

Fighter Maker

Infinite Health P1

801e2230f300

Infinite Health P2

801e2234f800

Warzone 2100

Infinite Build Units

800DC3500000

Infinite Power

8014CE94967F

8014CE960098

Power Never Decreases

8006fe0e2400

PlayStation

Bloody Roar 2

Infinite Health P1 Only

80178a50c100

80178a5f3211

80178a64000d

80178a661020

Infinite Health P2 Only

80178a50c100

80178a593211

80178a64000d

80178a661420

Evil Zone

Disable P1

300A83760000

300A83780000

Disable P2

300A83770000

300A83790000

Unlock All Extras

800A830EFFFF

800A830EFFFF

800A8302FFFF

800A8304FFFF

Game Boy

HexCite (Color)

Inf Hexagons P1

0106b0d7

Inf Large Dia. P1

0109c2d7

Inf Large TH. P1

0109c1d7

Inf Small Dia. P1

0109b0d7

Inf Small TH. P1

0109b0d7

Inf Trapsoids P1

0109c0d7

Power Quest (Color)

Infinite Credits

01990efc

01990fcb

019910cf

019913cf

Quest For Camelot (Color)

Infinite Health

010518c1

Rugrats: The Movie

Passwords

Level

1 - RQVDHJVV

2 - RQVDHJVV

3 - TQMMY QK

4 - 8V8YFND

5 - RJD8CVRT

6 - VNG8LICV

7 - 8IGSMVSH

8 - LTRWQQD

REPTAR RIDE

Give the reptar
what he needs to
eat and collect all
the gold coins.
The more you collect
the more points you
get.
Watch out for
fish and the
riverbank.



WHERE

SERIOUS

GAMERS

SCORE

Pre-purchase the newest titles and be among the first to score. Find the release dates of the hottest new titles. Read breaking news, reviews and previews. Get online help from gaming experts.

And, coming this fall, see our brand new look.

It's all happening at ebworld.com.

Visit us now!

EB world.com

electronics boutique®



We want your tricks! We want as many official U.S. DREAMCAST game tricks and codes as we can get—seek 'em out and send 'em in.

TOP 10 TRICKS

(CONTINUED)

at you from behind some crates, shoot him, then go into that room and out the window. On the right is the fence and the elevator, on the left is an alley. Go down the alley and you should be in a street with flaming squadcars at the end. On the left side are three doors. Use the sniping mode to look up, and it should say THEATER above the right door. Go up to the door and pause the game. Keep MAP highlighted, then press and hold in this order: Right+L+R+K. Gabe should say "Got it!" after you enter the code. When you press Start again, you should be in the theater. Enter either curtain and all the moves should appear. Press X to skip any of the movies and press Start to go back to the theater.

9. Need For Speed: High Stakes (PS)

Hidden Vehicles

Phantom Car:

Enter the "Game Option" Screen and select the "User Name" option. Then enter FLASH as your player name for the Phantom car.

Titan Car:

Enter the "Game Option" Screen and select the "User Name" option. Then enter HOTROD as your player name for the Titan car.

10. Street Fighter Alpha 3 (PS)

Battle Shin Akuma

You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, Select Final Battle Mode from the Main Menu Screen. On the Character Select Screen, press and hold L+L2 and choose your fighter. Keep holding it until the VS. Screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Note: These tricks work on the Japanese versions of the games and are subject to change.

Godzilla Generations

Hidden Characters

To play as Godzilla 1st: You must play through the game as the basic Godzilla to unlock him.

To play as Godzilla USA: You must play through the game as Godzilla first.

To play as Meilila: You must play through the game as Godzilla USA.

To Play as Dr. Serizawa: You must play through the game as Meilila.

King Of Fighters Dream Match '99

Full Pause Screen

Pause the game and press X + Y. This will get rid of the "Pause" word for cool freeze frames!

Bonus Costumes

At the Character Selection Screen, highlight the normal version of one of the following fighters, then hold Start and press any button:

Kyo Kusanagi
Terry Bogard
Andy Bogard
Joe Higashi
Ryo Sakazaki
Robert Garcia
Yuri Sakazaki
Mai Shiranui
Billy Kane
Crocchi Yoshino
Crocchi Shermie
Crocchi Chris
Omega Rugal

Marvel Vs. Capcom

Hidden Characters

Play as Shadow Lady
At the Character Selection Screen, highlight Morigan, then press Up, Right(2), Down(4), Left(2), Up(4), Right(2), Left(2), Down(2), Right(2), Down(2), Left(2), Up(2), Right(2), Up(2), Left(2), Down(2). Then, Shadow Lady will appear below Gambit.

Play as Gold War Machine

At the Character Selection Screen, highlight Zangief, then press Left(2),

Down(2), Right(2), Down(2), Left(2), Up(2), Right(2), Left(2), Down(4), Right(2), Up(2), Left(2), Down(2), Right(2), Up(2). Then, Gold War Machine will appear above Zangief.

Play as Orange Hulk

At the Character Selection Screen, highlight Chun-Li, then press Right(2), Down(2), Left(2), Right(2), Down(2), Left(2), Up(4), Down(2), Right(2), Up(2), Down(4), Up(4), Left, Up. Then, Orange Hulk will appear above Ryu.

Play as Lilith

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Up(2), Down(4), Left(2), Up(4), Right, Left, Down(4), Right(2), Up(4), Left(2), Down(4), Right, Down. Then, Lilith will appear below War Machine.

Play as Red Venom

At the Character Selection Screen, highlight Chun-Li, then press Right, Down(4), Left, Up(4), Right(2), Down(2), Left(2), Down(2), Right(2), Up(4), Left(2), Up. Then, Red Venom will appear above Chun-Li.

Play as Roll

At the Character Selection Screen, highlight Zangief, then press Left(2), Down(2), Right(2), Down(2), Left(2), Up, Right, Up(2), Right(2). Then, Roll will appear to the right of Mega Man.

PenPen Tricelcon

Play as a Hidden Racer

The character Hanamura becomes playable after you beat all tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.

Power Stone

Manipulate the Victory Camera

A button: This zooms in when pressed and zooms out when released. It can be activated at one of the Victory Screens. X,Y,B - This is the same as A, but it's only activated after the A button is pressed. Pad and Analog Stick: This rotates the camera around the victor.

Play as the Bosses

To play as the Bosses, finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" Book.

Sega Rally 2

Hidden Cars, Raceways, Etc.

At the Title Screen, put in the following codes for the results as shown. If done correctly, you should hear a confirming sound:

All Cars:

Up, Down, Up, B, A, Left, B, B, Down

All 50 Year Raceways Open:

Up, Left, Down, Right, B, A, B, Right, Down.

Increased Frame Rate:

Up, A, Down, Down, Left, Right, B, B, Down.

Sonic Adventure

Play As Super Sonic

First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the Player Select Screen.

You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed by an explosion) until you reach the green Crystal Shrine.

Head around back until you find the pipe Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered.

Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will be faced with Perfect Chaos and his friends will gather all the Chaos Emeralds and give them to Sonic to make him Super Sonic for the final battle!

Virtua Fighter 3th

Virtua Fighter 3th

Play as Silver Dural

in Training Mode:

At the Character Selection Screen press Start+Y+A at the same time.

Play as Gold Dural

in Training Mode:

At the Character Selection Screen press Start+X+A at the same time.



TEKKEN TAG TOURNAMENT

Are YOU Ready?

SEPTEMBER 1999

Hundreds of local tournaments across the U.S. offer players the chance to compete for incredible prizes and the opportunity to bear the title of Tekken Tag World Champion!

HALF WAY TO THE TOP

The top three players at each local tournament are guaranteed a spot at one of the following regional tournament locations, to be held in early October.

Austin, TX	Chicago, IL	Denver, CO
Los Angeles, CA	New York, NY	Orlando, FL
Richmond, VA	Seattle, WA	

THE CREAM OF THE CROP

The top four Regional winners earn a seat at the World Championship to be held at Wonder Park in Milpitas, CA in early November.

Check out all the details at
www.tekkentagtournament.com

namco
The Game Creator

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Get Some **Cool stuff you could probably live without, but shouldn't**

Figure Fantasy VIII

We hate to sound all fancy, but these **Final Fantasy VIII vinyl statues** from Palisades are the most gorgeous-looking collectibles we've seen in awhile. The quality is topnotch. There are also limited-edition resin statues and action figures available (not pictured) on the Web site.

Price: Around \$50 (vinyl), \$150-200 (resin)
www.palisadesmarketing.com



Lammy vs. Blanka vs. Crash...

More or less out of nowhere, Resaurus came onto the toy scene with line after line of sweet-looking, video game-based action figures. They're continuing with a variety of new lines: *Crash Bandicoot 3*, *Street Fighter, Quake III* (not pictured) and *PoRappa* and *Lammy* collectibles (straight from Japan). Prices: Around \$30
www.resaurus.com



Toy Web Sites

- www.etoys.com
- www.bootlegtoys.com
- www.yakface.com
- www.fandommenace.com
- www.toyboxdx.com
- www.aftimes.com
- www.toymania.com
- [netsector.com/
chris/toyhome.html](http://netsector.com/chris/toyhome.html)
- [www.en.com/users/
roach/links.html](http://www.en.com/users/roach/links.html)
- [www.fred.net/flxit/
index.htm](http://www.fred.net/flxit/index.htm)
- [www.tumyeto.com/
tydufeatures/peewee/
peewee.html](http://www.tumyeto.com/tydufeatures/peewee/peewee.html)
- www.bigbot.com
- [pws.netcom.com/
~mngata/ultra.html](http://pws.netcom.com/~mngata/ultra.html)





GET SOME

Bloody Cool Figures

McFarlane Toys has long been known for its high-quality toys — they're a standard in some cases. And the company's upcoming lines are no different. Whether it's the **Yellow Submarine**, **Movie Maniacs 2** or **Spawn Series 45** assortments, collectors and regular toy fans alike should really enjoy these amazing-looking figs.

Price: Around \$10 each
www.mcfarlane.com



High-speed Kart Action

ToyBiz has done other video game action figures before, but we feel these new **Mario Kart** assortments are the best yet. Strap in Mario, Yoshi or Bowser, pull the kart back and watch it go—and even shoot out a turtle shell or other power-up found in the game as it zooms away. Each figure comes with its own kart.

Price: Around \$8 each
www.etoys.com



Old-School Joe

No, these 12-inch **G.I. Joe** action figures from Hasbro aren't the strapping men with uss and bazookas we're used to, but they have a special something we can't quite put a finger on. Look for Ted Williams, Buzz Aldrin and Teddy Roosevelt. Wait, they're made for collectors and all, but we can't help but like these wacky, cool figures.

Price: Around \$30 each
www.hasbro.com





MCW Fantasy Wins the stars at a cut of the ring. Be seen as the right your way to the Championship. No rule apply as you break through star's arena outside the ring & combine bowing backstage into the locker area & garage.

EA (Sports) Release: 5/95
\$42.99 MSRP

FINAL FANTASY VII elevates entertainment to a new level with a balance of story, graphics, system and sound. Features truly computer-generated music & backgrounds, and real-time 3D battles. Characters can combat experience points from battle.

SegaPlay (Retailing) Release: 9/99
\$52.99

BLACK PEARL is a treasure hunt & hidden object game. You'll explore a sunken ship & uncover its secrets. Includes 13 levels of exciting game play. Loads of extras, a Dual Shock compatible joystick, and a 20-page strategy guide.

Agate (Adventure) Release: 9/99
\$39.99

SEGA CALIBUR is a fast & furious 3D fighting game. It's more than a fighting game. It's a strategy game. Includes 13 levels of exciting game play. Loads of extras, a Dual Shock compatible joystick, and a 20-page strategy guide.

Agate (Adventure) Release: 9/99
\$39.99

JET FORCE GEAR will take you on a galactic adventure, featuring a multi-armed alien warrior with a plasma shield, a jet pack, and a laser gun. Includes 13 levels of exciting game play. Loads of extras, a Dual Shock compatible joystick, and a 20-page strategy guide.

Agate (Adventure) Release: 9/99
\$39.99

PERFECT GANK is a fast-paced action game. It's more than a fighting game. It's a strategy game. Includes 13 levels of exciting game play. Loads of extras, a Dual Shock compatible joystick, and a 20-page strategy guide.

Agate (Adventure) Release: 12/91
\$64.99

Title	Release Date	Price	Genre	Rating	ESRB	MSRP
3 Xena	04/22/95	\$49.99	Fighter/MMA	00/00	ESRB: MA	\$49.99
Age Combat 3	05/05/94	\$26.99	Fight/Strategy	00/00	ESRB: MA	\$26.99
Alien Resurrection	06/09/94	\$49.99	Fight/Action/Adventure	10/00	ESRB: MA	\$49.99
All Star Tennis '95	06/09/95	\$26.99	Sports	04/00	ESRB: MA	\$26.99
Army of Dares	06/09/95	\$26.99	Adventure	10/00	ESRB: MA	\$26.99
Archie's Great 12	10/09/94	\$26.99	Adventure	00/00	ESRB: MA	\$26.99
Archie's Great 13	10/09/94	\$26.99	Adventure	00/00	ESRB: MA	\$26.99
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Archie's Great 16	10/09/94	\$26.99	Adventure	00/00	ESRB: MA	\$26.99
Archie's Great 17	10/09/94	\$26.99	Adventure	00/00	ESRB: MA	\$26.99
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Archie's Great 135	10/09/94	\$26.99	Adventure	00/00	ESRB: MA	\$26.99
Archie's Great 136	10/09/94	\$26.99	Adventure	00/00	ESRB: MA	\$26.99
Archie's Great 137	10/09/94	\$26.99	Adventure	00/00	ESRB: MA	\$26.99
Archie's Great 138	10/09/94	\$26.9				



FINAL WORD

Buying Consoles The Day They Come Out



Cyril Wechen



Dan 'Shoe' Hsu



Chris Johnson



John Davison



Andrew Burnell



Shawn Smith

Cyril: After drooling over specs, eating up Trip Hawkins' hype and following 3DO and Jaguar chat on CompuServe for a few months, I was ultimately convinced that I MUST buy a 3DO by a guy who wrote a huge online review of the system and pack-in game, *Crash and Burn*. He said it was better than having a *Virtua Racing* arcade game at home. After persuading my soon-to-be wife that I needed another video game system and how we would be able to edit our videos and watch movies on the thing, I went

"Trip Hawkins had me so revved up..."

In search of \$700. I took a quick inventory of my belongings and decided I would have to sell my entire SNES setup. (I was really pissed at Nintendo's censorship tactics at the time), a keyboard, some speaker cabinets and my bike. The Best Buy clerk snickered as I plunked down my \$700 for a video game system obviously not knowing this box would change the world of electronic entertainment forever.

John: It changed something forever...you lost a perfectly good system and replaced it with a crappy one. Still, I did something similar. I'd always been an Atari stalwart...VCS, through ST...and then I plumped down the cash for the Jaguar. I'd seen shots of *Cybermorph*, and I knew the guys who were working on *Aliens vs. Predator* because they lived down the road from me in Oxford (in the U.K.). It all looked fantastic, and I got completely sucked in by the hype. I eventually swapped the thing for a SNES and a bunch of games.

Shawn: My story is similar to Cyril's but multi-systemed. I too purchased the 3DO around launch time. I was working at Babbage's and Panasonic offered a special discount for retailers. With the discount I paid around \$400 for my 3DO. Of course I had to buy a game or two as well. I used it and had some fun, but like all 3DO owners the fun faded quickly. I traded the system and some games some time later for an old synthesizer keyboard (maybe it was yours, Cyril).

Next was the Sega CD. Since I had the Genesis already, and worked at Babbage's at the time, I knew it was going to be the next big thing. I figured \$300 isn't that much money for advanced technology like the Sega CD. And I bought *Night Trap*. So that was a bad deal from the start.

Shoe: My nipples are way harder for the Dreamcast launch than they were for the PS or N64. Sega really knows what it's doing this time around. With the buzz the company's generating and the million and one launch games, I really think they're changing minds about the brand name.

Chris: I've only bought two systems at launch. First was the Jaguar. I was so psyched for that system after reading reports and ogling screenshots of it that I plunked down the money for it right

away. I played *Cybermorph* for way too long before I realized "this sucks." When the system's first game was released, *Trevor McFur* in the *Crescent Galaxy*, I bought it right away...and returned it the very next day. Only reason to enjoy that system was *Tempest 2000* (one of my favorite games, even today). I suffered intense ridicule for my Jaguar enthusiasm. The other system I bought on launch day was the Saturn. Sega's surprise launch excited me about the machine and I had to get it. The only games I had for months were *Virtua Fighter* and *Daytona*. When I got a Japanese PlayStation later that summer, I forgot all about Sega.

Andrew: I suffered a similar fate to Cyril. I just about sold my soul for my 3DO as well. Having a job at the Great American Cookie Company, I didn't make that much dough, if you know what I mean. *EGM* and *Trip Hawkins* had me so revved up that I sold my SNES and 30 games for a mere 300 bucks. I had just given away possibly the best system there ever was, and my copies of *Contra III*, *Axelay* and *Street Fighter 2*. All that plus a month's worth of paychecks for a super-expensive system with one game.

At *E3* Sega had sold me on the Saturn; I was pumped to get one as soon as I got back from there. They had gone on sale while we were at *E3*. I'd played it all of about 40 hours. What a f***ing waste of money. I also got in line at 7 a.m. one day to be the first to purchase the U.S. PlayStation. I was in line with around 20 people, and I managed to squeeze my way up front to get one of the only two copies of *Toshinden* they had. I probably played my PlayStation more than any other console besides the SNES.

cyril_wechen@zd.com
dan_hsu@zd.com
chris_johnson@zd.com
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andrew_burnell@zd.com
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NEXT MONTH

November 1999

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Pokémonia!



What is it with Pokémonia? We look at the Pokémon phenomenon and preview the next two games (Gold and Silver), the TV show, the upcoming movie (starring Mew and his kick-ass cousin Mewtwo)...plus all the merchandise that drives kids wild. Just what is it that makes it so popular?

At right, the extremely rare Mew, Pokémon #151. Above, some of his more common pals resting in a clip from the animated series.



ELECTRONIC GAMING MONTHLY

• **New PlayStation 2 Info.** What will it be called? What games are already in development? **What does it look like?** We answer these questions...and some others.

• **More info on Rare's big games for Christmas...**plus we review **Jet Force Gemini.**

• **"Scoop" Johnston** brings you news from around the world.

• **Reviews:** Every new release reviewed.

• **Tons of Tricks...**more Dreamcast and Game Boy codes plus the latest N64 and PS codes.

• **Reader Reviews:** We want your opinions. E-mail us your thoughts on the latest games to review_crew@zd.com

Official
PlayStation
Magazine

Oct. 1999

On sale Sept. 14

Metal Gear Mania

Some of 1999's biggest games have finally arrived, and *OPM* will give you a first-look. You'll get a full review and a playable demo of *Metal Gear Solid: VR Missions*, in addition to reviews of *Madden NFL 2000*, *NFL GameDay 2000* and *Final Fantasy VIII*. Also: the full scoop on *Spyro 2: Ripto's Rage*.

Demo Disc

Playables:

- *Metal Gear Solid: VR Missions*
- *NFL Xtreme 2*
- *Pac-Man World*
- *WipeOut 3*
- *Championship Motocross* featuring Ricky Carmichael
- *Omega Boost*
- *Jet Moto 3*
- *Bugs Bunny: Lost in Time*

Non-Playables:

- *NHL FaceOff 2000*
- *NBA ShootOut 2000*
- *Fighting Force 2*
- *Rugrats 2*
- *Hot Wheels*
- *Countdown Vampires*
- *Wo-Tang*



EXPERT GAMER

Oct. 1999

On sale Sept. 21

Final Fantasy Fever

Three words...Final Fantasy VIII. October's *Expert Gamer* will feature an ENTIRE, complete, detailed walk-through for this huge RPG. We'll show you all you need to know without revealing any plot spoilers. We'll also kick off our Dreamcast coverage with a blowout guide to Namco's beautiful *Soul Calibur*. We'll have the moves, the secrets and all the strategy you'll ever need to succeed. Top that off with a full strategy for Activision's *Blue Stinger*, and we're talkin' about one jam-packed issue. Don't miss it!

- **Final Fantasy VIII** walk-through
- **Soul Calibur** moves & secrets
- **Blue Stinger** strategy
- **More Dreamcast** games!



*All editorial content is subject to change.

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